

THE unofficial Nintendo 64 magazine for the **EXTREME** gamer

64 **WIN** A DELUXE CHROME N64 extreme

UK edition · July 1997

Issue 4
£3.95

SPACED OUT

STAR FOX 64
HIGH FLYING 8 PAGE REVIEW

DOOM 64
YOUR GUIDE
TO HELL AND BACK

FOCUS ON
THE GAMES
NINTENDO UK!

HISTORY
OF NINTENDO
PART ONE
- THE EARLY YEARS



64 Solutions: Doom 64 · Blast Corps · A-Z of Tips and Tricks

KEEP ROAD RAGE OFF THE STREETS



MARIO KART
64

NINTENDO 64



Get into it.

STRAP YOURSELF IN FOR THE MOST COMPETITIVE, ADDICTIVE, WIDE OPEN RACING ACTION EVER. MARIO KART 64 RIDES OUR STREETS OF ROAD RAGE, ONCE AND FOR ALL.

Available exclusively for IBM, N-Cube, TM and its are trademarks of Nintendo Co., Ltd. © 1996 Nintendo Co., Ltd. Distribute F149.89, Copyright 1996 IBM



GUIDE



MEMORY PACK



4 PLAYER

This month sees a few changes to the pages of 64 extreme, which we hope will meet with your approval. Many of these changes have been made after considering your comments and suggestions about our first three issues. Firstly, we have reduced the size of our 64 solutions section from 32 pages to 24. This was done largely because we want to put more variety into the mag and we felt that having so many tips pages was limiting the amount of scope we had for trying different things.

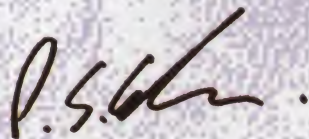
Other new features include 'Ask the Experts' where no question is too tricky for the extreme think tank, ex Directory which is basically an A-Z at-a-glance buyer's guide to N64 games, an extended preview section and no fewer than four different features, ranging from the sublime to the ridiculous (check out The Daily Stir!). Let us know what you think of the new look and tell us what else you would like to see included in future issues.

We have many exciting projects and ideas that we want to implement over the following months, one being to expand the number of pages in 64 extreme. I'll keep you guessing about the rest for now. Watch this space!

I must admit, I'm really looking forward to this year's E3 show in Atlanta. For those of you who don't know, E3 is the video games trade show. All of the biggest names in the games business gather to show off their future releases. Nintendo have the biggest stand at the show with a whopping 45,000 square feet and you can be sure they haven't booked that much space without having some major league games to unveil. This past month or so has been very quiet, due to the fact that every software developer is keeping all their plans for the rest of '97 under wraps until the E3 show. All this means that our next issue is going to be an absolute cracker, packed full of exclusive stories and pictures direct from the E3 show itself. As the song goes, 'the future's so bright, I gotta wear shades'!

Keep the faith

Pete





Fox gets the Star treatment in our huge 8 page review, starting on page 11

CONTENTS

PREVIEWS



War Gods72

Multi Racing
Championship74

NFL Quarterback.....75

Extreme G.....76

Lamborghini 64.....76

MK Mythologies.....77

Soccer 6477

SOLUTIONS



Doom 6442

Blast Corps59

REVIEWS



Star Fox 6411



International Superstar
Soccer 6419



Wonder Project J224



WaveRace 6426

OVERVIEW

International News..... 6

Ex, Lies & Videogames... 10

Reviews..... 11

The History of Nintendo . 28

Focus on THE Games 30

Subscriptions 36

The Daily Stir 37

64 solutions 41

Hidden Extras 62

Extreme Exchange 66

Ask the Experts..... 68

Four Player Frenzy..... 69

Previews..... 72

Ex directory 78

Competition..... 81

Next Issue 82

review guide

OVERALL SCORE - 0-50%

Dire beyond words, do not buy this game under any circumstances.

OVERALL SCORE - 51-70%

Very poor. Not worth considering unless you are a big fan of the genre with lots of spare cash.

OVERALL SCORE - 71-80%

Pretty good but room for improvement. Try before you buy.

OVERALL SCORE - 81-90%

This is a good game that we would recommend you check out. Falls just shy of greatness.

OVERALL SCORE - 91-100%

A fantastic game that you have to seriously consider buying. A game over 90% may well be honoured with the X-factor award.

THE X-FACTOR

This rare honour is bestowed upon a game destined to be a classic. Some games have a certain indefinable mark of greatness about them. We call that mark the X-factor.



STOP PRESS

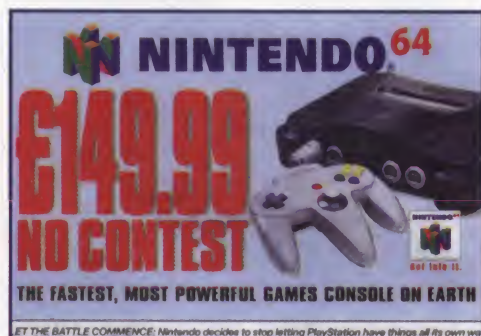
THAT N64 PRICE DROP



THE GAMES BITTEN BY WATCHDOG



Feelings have been running pretty high amongst aggrieved UK N64 owners who were upset upon discovering that the console that they had recently purchased for £250 was now retailing at £150. Many were apparently incensed enough to write in to the BBC's consumer affairs program, Watchdog. Anne Robinson and her team then aired the story on the top 30 rated, prime time show and duly gave Nintendo's UK distributor THE Games a thorough grilling.



The focus of the item was the fact that THE's customer hotline was virtually kept secret and closed within two weeks. It seems many retail outlets that sell N64s were unaware of the existence of the hotline, which N64 owners who bought the machine at £250 could call. Hotline callers were offered a free joystick which has a retail value of £30.

"We have to respond to our viewers and this seems a pretty clear cut case of consumers thinking that they've been given a raw deal. THE Games seem to have hurt Nintendo's most loyal customers and it's no good having a hotline if you are not going to tell anyone about it", said Watchdog's Rebecca Carr.

THE Games refused to take part in the program, instead sending a prepared statement: "Obviously a few of our customers that were frustrated by our price drop have got in touch with Watchdog. But it must be a slow news period for them if they've had to cover this. We feel very strongly that we've done

the right thing. A lot more people write letters of complaint than congratulation, but we know that thousands of people have been delighted by the new lower price and the fact that it is now so affordable to so many", a THE Games spokesperson stated.

Watchdog were not the only ones to get letters and complaints, the 64 extreme office was bombarded with messages from disgruntled N64 owners. Here are some excerpts from just a few of the letters we received:

"I waited a long time for the N64 to launch. I did not purchase a Saturn or PlayStation as I knew that the N64 would be a superior machine. I now feel that Nintendo let me and many others down very badly with their actions", said Neil Greenfield. "Your magazine said 'our friends at THE Games are absolutely adamant that there are no such plans for any price cuts', in

my view you should offer an apology to those people who have spent £100 too much on an N64 as a result of reading your magazine and should also offer compensation", raged Peter Clayton. "I do know it is not your fault that the price went down, it just does not seem right that Nintendo are allowed to be able to reduce the price by so much so soon", commented Mrs A Sant. "I have never been so upset or disgusted in my life than when I found out about the price drop. In fact the N64 very nearly got thrown out of the window!", fumed Simon Nugent.

Naturally, we do sympathise with all of you out there who paid a £100 premium for being one of the first to own an N64.

But the story we printed was intended to raise awareness amongst our readers that there was indeed speculation about a price drop. That's why there was a sub headline to the story stating, 'UK PRESS RAISE PRICE SPECULATION'. The story even ended cryptically, saying that 'you should not believe everything you read'. In International Stop Press we strive to report the news that is, at time of going to press, as accurate as possible. It would have been irresponsible of us to have printed a 'news' story stating that we 'thought' that the N64 price drop was imminent. If we had printed that and

no price drop occurred, we may have inadvertently stifled many potential N64 purchases and looked stupid into the bargain.

The big picture is this: THE Games had to react to market forces as any big company would do to protect their product. Sony and Sega both unexpectedly dropped their hardware price by a large amount and THE had to do the same thing with the N64 to ensure that it would be competitive. Subsequently sales have gone through the roof, even outselling the PlayStation, which can only be a good thing for all Nintendo gamers. The N64 is now at a true mass market pricepoint and within reach of all gamers. Just watch it fly! Now, can we all be friends again?





DEVELOPERS GET READY TO RUMBLE

WHO'S GOING TO BE PAKKING IT?



Now that the Rumble Pak has been released in Japan and the States, what other games are there slated to be compatible with Nintendo's quirky little peripheral? Well, quite a few apparently. Here is a list of scheduled Rumble Pak Games:

Extreme G (Acclaim)
Wayne Gretzky's 3D Hockey 2 (Midway/Atari Games)
San Francisco Rush (Midway/Atari Games)

Star Fox 64 (Nintendo)
Clay Fighter 64 1/3 (Interplay)
Aero Fighters Assault (Paradigm Entertainment)
Wild Choppers (Seta)
Chameleon Twist (Japan System Supply)
Hiryu No Ken Twin (Culture Brain)
Fishing (Nintendo)



WCW vs. NWO: World Tour (TH-Q)
Multi-Racing Championship (Ocean)

The following games are expected to be Rumble Pak compatible but are still unconfirmed:

Robotron 64 (Player 1)
Ken Griffey, Jr. ML Baseball (Angel Studios)
Buggie Boogie (Angel Studios)
Donkey Kong 64 (Rare)

SATURN COMES DOWN TO EARTH



There seems to be no end to the constant hardware price cutting by the big three contenders in the console war. Although not instigated by Sega themselves, all of the retail high street chains are now selling their Sega Saturns for just £99. This means that the Saturn now retails at only £20 more than the 16 bit Sega Mega Drive! There are also rumours throughout the industry that in a pre Christmas sales drive, Sony intend to reduce their PlayStation to £99.

Whilst on the subject of Sega, their planned merger with huge toy manufacturer Bandai has been cancelled at the eleventh hour. This change of heart was apparently due to some concern from Bandai's various different project managers, who were worried that the deal would in some way stifle their creativity and freedom to experiment in their respective fields. This news does not seem to have affected Sega's financial standing, as news of the cancellation was greeted on the Tokyo Stock Exchange by a rise of 80 yen for Sega whilst Bandai's dropped 90 yen.



E3 ABOUT TO MAKE AN EXHIBITION OF ITSELF



Between June 19th and 21st, the major industry trade show E3 will take place in Atlanta. Nintendo have booked the largest floor space, with over 45,000 sq ft at their disposal. There promises to be some absolutely incredible software on show, unveiled for the first time. Here are just a few of the games 64 extreme's E3 reporters will be looking out for.

Zelda 64 - Originally intended to be simultaneously released on 64DD and cartridge, all the accent is now being put on the cart version. There should be a playable version of this crucially important game at E3. Nintendo urgently need a big RPG release to win back the Japanese market. Zelda 64 should be that game.

Street Fighter 3 and Ghouls 'n' Ghosts 64 - Both



should be the biggies from Capcom, arguably Nintendo's most important 3rd-party. Hopefully Capcom should unveil all their future N64 plans.

Mother III, the killer RPG that will be one of the 64DD launch games, should be on show along with the final specs of the elusive, long awaited 64DD drive.

Earthworm Jim 3 - Now confirmed for the N64, Interplay should be showing off Shiny's early work on the game, albeit in video form.

Dream - The much talked about but little seen game from Rare will be making its worldwide debut at E3. Dreams is going to be a 3D action/platform game and has been described as a cross between Mario 64 and Sega's NIGHTS. Dream will be the first 16 megabyte game for the N64 (that's 128Mbits).

Check out our huge (and I mean HUGE!) E3 feature in the next issue of 64 extreme. I bet you can't wait.

N64 CEMETERY



Climber Nintendo

Nintendo has said that the game formerly known as Climber is no longer in development, although some of the concepts in the game will be incorporated into a mysterious new Nintendo game that is currently under wraps.

Ultra FX Fighter GT Interactive

Ultra FX Fighter was one of the first third party games announced for the N64. Thankfully (after having seen the dire PC version) the project has now been abandoned.

PRICE DROP ON THE CARDS

DATEL'S MEMORY REDUCED

It seems that it is not only console hardware that is dropping in price. Dattel Design and Development Ltd have announced a price cut for their memory card range as follows:

Memory Card Plus for the N64
Was £19.99 now only £14.99

Mega Memory for the N64
Was £34.99 now only £29.99

Mega Memory 5 Pack for the N64
Was £39.99 now only £34.99

The new price points should have been implemented by the time you read this and should be available at most video game stores or directly from Dattel Direct on 01785 810 800.





The Nintendo Specialists

FAST DELIVERY SERVICE

Three working days on stock items.



NINTENDO 64 & MARIO KART.....	£187.99
NINTENDO 64 & INTERNATIONAL SUPERSTAR SOCCER 64	£187.99
NINTENDO 64 & MARIO 64	£187.99
NINTENDO 64 & WAVERACE 64	£184.99

Buy an extra official colour controller at the same time
as a machine for just £23.99

ALL MACHINES ARE FULLY GUARANTEED

MARIO KART & ISS 64 OFFER

Buy an official Nintendo Coloured Controller
or a Sharkpad Pro 64 pad at the same time
for just **£23.99**



£48.99



WAVERACE OFFER

Buy a Super Pad
64 Plus controller
at the same time
for just **£16.99**
or an official N64
GREY controller at the
same time for just

£21.99

NINTENDO 64 GAMES

FIFA SOCCER 64.....	39.99
MARIO 64	48.99
PILOT WINGS 64.....	39.99
SHADOWS OF THE EMPIRE.....	49.99
TUROK: DINOSAUR HUNTER	51.99
WAVERACE 64	43.99
INT. SUPERSTAR SOCCER.....	48.99
KILLER INSTINCT GOLD	44.99
MARIO KART 64.....	51.99
MORTAL KOMBAT TRILOGY.....	CALL
BLAST CORPS.....	CALL
CLAYFIGHTER EXTREME	CALL



PLAY DOOM 64 NOW!!

Buy a UNIVERSAL GAME ADAPTOR and
play American games now.
Just £19.99 or £16.99 if bought at the
same time as any game.



TUROK OFFER

Turok & 1 MB Memory card
now only
£64.99

01993 844885

9am to 8pm Mon-Thur, 10am to 7pm Fri & Sat 11am to 4pm Sun & Bank Hols

OR FAX ORDERS to 01993 840750

POSTAGE FREE FOR UK • ALL ITEMS GO 1ST CLASS

SUPER NES GAMES

BUSBY II	16.99	RETURN OF THE JEDI	27.99
DONKEY KONG COUNTRY 2	29.99	SECRET OF EVERMORE	28.99
DONKEY KONG COUNTRY 3	39.99	SIM CITY	24.99
DOOM	29.99	SIM CITY 2000	37.99
EARTHWORM JIM	24.99	SUPER MARIO KART	25.99
EMPIRE STRIKES BACK	27.99	SUPER PUNCH OUT	19.99
INT. SUPERSTAR SOCCER DEL	42.99	TERRANGIMA	29.99
KIRBY'S FUNPAK	28.99	THEME PARK	27.99
LOST VIKING 2	33.99	ULTIMATE MORTAL KOMBAT	39.99
MARVEL SUPER HEROES	44.99	WEAPON LORD	21.99
MS PACMAN	27.99	WHIZZ	24.99
NBA HANGTIME	39.99	WILLIAMS ARCADE CLASSIC	27.99
PREHISTORIK MAN	16.99	YOSHI'S ISLAND	29.99
PRINCE OF PERSIA 2	28.99	ZELDA	17.99

NINTENDO 64 ACCESSORIES

OFFICIAL GREY N64 CONTROLLER	24.99	OFFICIAL DELUX CARRY CASE	24.99
COLOURED OFF. NIN. CONTROLLERS	26.99	OFFICIAL CONTROL PAD CASE	11.99
SUPER PAD 64 PLUS	18.99	GAME KILLER CHEAT COMPILATION	26.99
ARCADE SHARK STICK	38.99	UNIVERSAL GAME ADAPTOR (UK)	19.99
JOYPAD EXTENSION CABLE	6.99	JOLT PACK	CALL
S-VHS CABLE	8.99	OFFICIAL MARIO PLAYER'S GUIDE	9.99
STEREO AV CABLE	9.99	OFFICIAL TUROK PLAYER'S GUIDE	9.99
1 MB MEMORY CARD	14.99	OFFICIAL MARIO KART GUIDE	9.99
5 MB MEMORY CARD	27.99	STEERING WHEEL	CALL
OFFICIAL CARRY CASE	13.99		



COLOURED OFFICIAL NINTENDO CONTROLLERS ONLY £26.99

Available in blue, green, red,
black and yellow

US NINTENDO 64 PLUS ANY GAME £225.00

THIS INCLUDES ONE CONTROLLER, A POWER ADAPTOR AND
A SCART CONVERTER CABLE

US NINTENDO 64 GAMES

BLAST CORPS	64.99	NBA HANGTIME	64.99
CRUISE 'N' USA	64.99	PILOT WINGS 64	64.99
DARK RIFT	CALL	ROBOTRON X	CALL
DOOM 64	64.99	SHADOWS OF THE EMPIRE	64.99
FIFA SOCCER 64	CALL	STAR FOX 64	CALL
KILLER INSTINCT GOLD	64.99	TUROK: DINOSAUR HUNTER	64.99
MARIO 64	57.99	WAR GODS	64.99
MARIO KART 64	62.99	WAVERACE 64	64.99
MORTAL KOMBAT TRILOGY	59.99	WAYNE GRETZKY	64.99

JAPANESE NINTENDO 64 GAMES

GO GO TROUBLE MAKER	72.99	STAR FOX & JOLT PACK	79.99
HUMAN GRAND PRIX	67.99	WILD CHOPPER	72.99

NAME	ITEM	PRICE
ADDRESS		£
		£
		£
		£
POSTCODE.....TEL.....		£
SIGNATURE		£
CASH <input type="checkbox"/> CHEQUE <input type="checkbox"/> POSTAL ORDER <input type="checkbox"/> CARD <input type="checkbox"/>	POSTAGE IS FREE FOR ALL ORDERS SHIPPED WITHIN THE UK. OVERSEAS POSTAGE £2.50 PER SOFTWARE ITEM	P&P
CARD NO <input type="text"/>		TOTAL
EXP. DATE <input type="text"/>		£
ISSUE NO <input type="text"/>		
SWITCH ONLY		
		EXT4

KEEP COUNTERFOILS IF SENDING POSTAL ORDERS ONLY SEND IN A RECORDED/REGISTERED ENVELOPE.
CHEQUE PAYABLE TO: EXCITEMENT DIRECT, 1ST FLOOR, STREATFIELD HOUSE, ALVESOT ROAD, CARTERTON, OXON, OX18 3XZ
INEVITABLY SOME ITEMS MAY NOT YET BE AVAILABLE. PLEASE PHONE TO CHECK AVAILABILITY PRICES CORRECT AT TIME OF GOING TO PRESS. E & OE.

To advertise
in this space call

01202 679000

or fax

01202 679002

Video game centre

WE STOCK: PLAYSTATION, SATURN, 3DO, 32X, JAGUAR, SNES, MEGADRIVE, S.

FAMICOM, GAMEBOY, LYNX, GAMEGEAR, NEO GEO (CD), NINTENDO 64.

N64 IMPORT

PLAYSTATION UK		PLAYSTATION IMPORTS	
Porsche Challenge	£34.99	Vandal Hearts (USA)	£59.99
Micro Machines V3	£44.99	Wild Arms (USA)	£59.99
Vandal Hearts	£39.99	City Of Lost Children	£59.99
I.S.S. Pro	£44.99	Buster Bros (USA)	£49.99
Extremed	£39.99	Parrapa The Rappa (JAP)	£74.99
Hexen	£29.99	Castlevania X (JAP)	£69.99
Jonah Lomu Rugby	£39.99	Tobal No2 (JAP)	£69.99
V-Rally	£39.99	Air Combat (JAP)	£69.99
Rebel Assault 2	£39.99	Time Crisis (JAP)	CALL
Rage Racer	£39.99	Independence Day (USA)	£39.99
Zero Divide	£19.99	The Crow (USA)	£39.99
War Hawk	£19.99	Teikken (USA)	£49.99
Supersonic Racers	£19.99	Bushido Blade (JAP)	£69.99
Re-Loaded	£24.99	Alien Trilogy (USA)	£9.99
True Pinball	£19.99	Analog Joypad	£9.99
Soul Blade	£00.00		

We have a full range of official games and consoles

ACCESS AND VISA welcome

TEL/FAX: 01202 527314

EX, LIES AND VIDEO GAMES!

Welcome once again to 64 extreme's spot the truth page. The closing date is nearly upon us for our Ex Lies & Giveaways competition and we certainly have enjoyed reading through your entries, which have varied from the bawdy to the bizarre. We slipped in one of the entries in last month's Ex, Lies page and a Dattel Mega Memory Card is on the way to Graham Schofield of Middlesex for his 'Outrageous' Turok cheat. The lucky winner of the N64 along with their entry will be printed in our next issue.

TURASSIC PARK!

We've had Turok the comic, Turok the video game and (yes, you've guessed it) now we can look forward to Turok the movie. Both Mel Gibson and David Duchovny (Fox Mulder of the X-Files) have

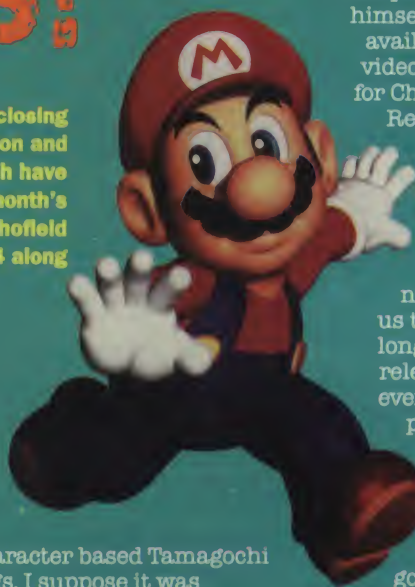
been tipped to play in the lead role. The movie will make use of the sets and locations

that were used in the recent Spielberg blockbuster Jurassic Park 2 - The Lost World. Also, some of the special effects used to create the dinosaurs in Jurassic 2 will be employed.

MARIO AND MATES GET THE TAMAGOCHI TREATMENT

News has been leaked by insiders at the big N that Nintendo will announce at the forthcoming E3 trade show

in Atlanta that they will be launching a series of Mario



the characters appear as babies and the range will include Yoshi, Luigi, Donkey Kong, Bowser, Koopa Troopa, Kinopio and of course, Mario himself. They should be available from all good video game stores in time for Christmas this year.

Remember, you read it here first.

TEKKEN 3 DD

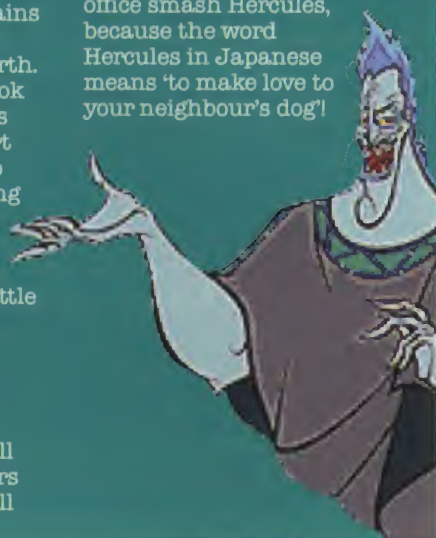
OK, first the bad news, word has reached us that Tekken 3 is no longer an option for release on N64 because even our beloved 64 bit powerhouse is not going to be able to cope with the complexity of Namco's awesome Tekken 3. OK, now the good news, according to our source at Namco, the game will be developed for 64DD, which will be more than capable of meeting the huge processing power that Tekken 3 requires. I guess there is only the small matter of waiting until the middle of next year until we can get our sweaty paws on this horny piece of kit!

DISNEY IN THE DOG HOUSE

It would seem that there is no chance of any software house developing a game based on Disney's latest box office smash Hercules, because the word Hercules in Japanese means 'to make love to your neighbour's dog'!

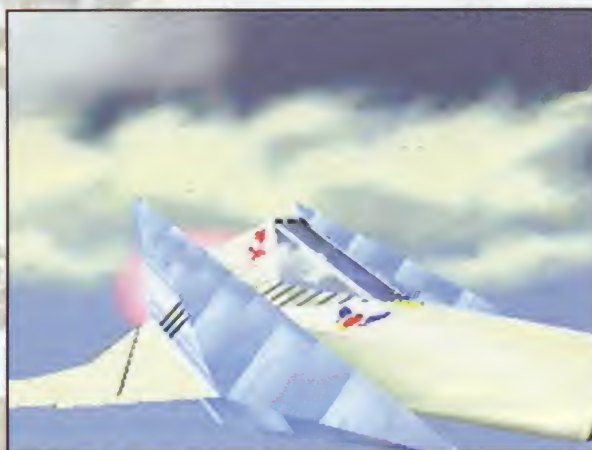
character based Tamagochi eggs. I suppose it was inevitable really, Nintendo have a long history of producing LCD games and gadgets and a Mario range of Tamagochis would really cash in on the current craze that has swept Japan and is now engulfing the western world.

Tamagochi translated means loveable egg and for those of you who have been living down a hole with swampy for the last couple of months, I will briefly fill you in on this rather baffling craze. Tamagochis are little egg shaped pods, which are small enough to fit in the palm of your hand. Each egg contains a virtual pet that you are responsible for from its birth. You have to tend to and look after all of your cyber pet's needs throughout its short life. The parental duties to your pet range from feeding it, administering medicine when it is sick, playing games and even clearing up its little cyber turds! The Nintendo Tamagochi range will be called Yamaugochi (in honour of their beloved president Hiroshi Yamauchi) and will feature different characters from the world of Mario. All



Star Fox 64

...THE JAW DROPPING EFFECT THAT YOUR FIRST PLAY ON Star Fox 64 HAS UPON YOU, IS akin to BEING TOLD THE PRICE OF A BRAND NEW VW GOLF, FIND OUT WHY...



► One of the many camera-circling-around-the-cockpit shots.



► The star map can be viewed from any angle and at any size.



► Splash and ripple effects show off the N64's graphical prowess.

THE THOUGHT OF
THE CLASSIC
STARFOX
APPEARING ON
SUCH A POWERFUL
MACHINE HAS HAD
MANY MOUTHS
WATERING IN
ANTICIPATION.

There have been many defining moments in video game history and the release of Star Wing on the Super Nintendo fits neatly into this hallowed category. Japanese copies of Star Fox were changing hands for up to one hundred pounds before its official release as Star Wing in Britain. Super Mario 64 followed the same pattern before its British launch, only people knew exactly what to expect from the N64. Of course, Mario 64 is a ground

hype that has surrounded it.

The day that Star Fox 64 arrived in the office seemed to be an unofficial holiday as not an ounce of work was done. The scuffle for the honoured right to review such a game was won by myself (predictably), although not fairly I must add, but with a prize as sacred as this, would you fight fairly? So then, after pulling the rumble

it the green misty planet) on the other. Between this are thirteen more battle zones, ranging from easy to humungously hard. You cannot choose to play easy or hard levels as

The day that Star Fox 64 arrived in the office seemed to be an unofficial holiday as not an ounce of work was done.

breaking game but nobody expected a game as awesome as Star Wing to appear on the SNES.

Jump forward three or four years and we get the heart stopping news that Star Fox is going to appear on the N64. The thought of the classic Star Fox appearing on such a powerful machine has had many mouths watering in anticipation. Shigeru Miyamoto and his team of top class programmers had a real task on their hands, though, if Star Fox 64 was going to live up to the expectation and

pack from Dazza's rear end and the cartridge from Pete's ear I switched my machine on and embarked on what was to be a victory dance of great passion.

The painful moans and groans emitted from the walking wounded were soon turned to shouts of delight as the short intro kicked in and the impressive visuals were witnessed for the first time. On starting the game we were greeted with a plan view of the levels in the form of a star chart. The first level, Corneria, is at one side and the final level (we'll call

the route you take through the star map is defined by how well you performed on the previous level.

So, with the Rumble Pak firmly plugged into my joy pad I prepared to embark on my first mission, which as in the SNES version is to save Corneria from the attacking hordes. The level starts with Fox and his three wingmen, namely Peppy, Slippy and Falco flying through the clouds above the planet. The following conversation between our four intrepid hero's was

LET'S GET READY TO RUMBLE!

When news first arrived of the Jolt Pak, the staff at 64 extreme raised an eyebrow or two just wondering what it was all about. Some thought it was a good idea while others thought it was pap. After a number of name changes the Jolt Pak is now known as the Rumble Pak and we've had chance to try it out as it comes free with Star Fox 64. What a thoughtful bunch of chaps Nintendo are.

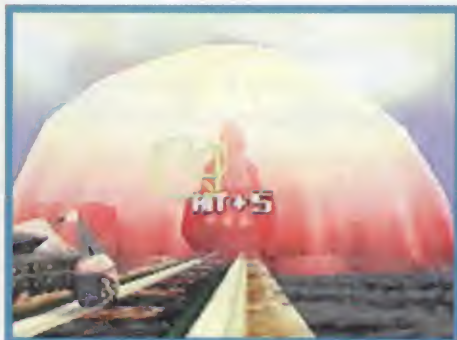


Is it a good idea then or is it, as some sceptics suggest, pap?

The Rumble Pak slots into the memory card port on the N64 controller and here's where we come across a rather important problem. With the controller port being used by the Rumble Pak there's no room for a memory card. This isn't detrimental to Star Fox as the style of the game doesn't really require a memory card. For games in the future though, it could cause problems if a memory card is needed. This problem could be overcome if the publishers include the extra memory in the game cartridge. We'll have to wait and see though.

At first, I was a little disappointed with the feel of the Rumble Pak as I was expecting more of a violent shaking of the joypad. What I got was a light vibration that does actually add to the feel of the game although the effect is very subtle, especially after a few hours use.

Actually having some physical feedback from the joypad when you get hit or a large ship comes past does add more of an atmosphere to the game. Speeding up or slowing down will cause the joypad to vibrate slightly but destroying an end of level boss will give you the strongest feeling. The huge, almost nuclear like explosions will shake the pad for what seems like an age.



Although I was a little despondent about the strength of the vibration, the Rumble Pak does add to the game, if only on a sub-conscious level.

Besides, if the pak did vibrate too strongly, I'm sure that there'd be a lot of pissed off N64 owners with broken controllers, so I suppose I can't moan about this too much. I wouldn't shell out any extra cash on the Rumble Pak but seeing as it comes free with Star Fox 64 then I would have to give it a thumbs up. Let's just hope that THE decide to do the same when Star Fox is released in Europe. By the way, the Rumble Pak will be sold separately at a price of \$20.



► The leaning tower of Corneria.



► Fly under the falling tower to collect the laser power up.



► The Greatfox mothership in all her glory.

totally incomprehensible as it's all in Japanese, so from this point onwards I realised that understanding the story line was completely out of the window (unless you can 'specky da lingo' that is). The speech samples are crisp and clear as far as I could make out and all of the voices sounded different, hopefully the English version will

After a couple of seconds your first targets come into view and taking them out couldn't be easier, even for the most pathetic of games players. The flaming wrecks splash into the ocean causing ripples as the alien craft sink to the depths. Flying close to the water also causes a nice effect as the tips of your wings will produce a

The flaming wrecks splash into the ocean causing ripples as the alien craft sink to the depths.

follow this pattern. Once your wingmen peel off, it's into the action proper as your Arwing swoops down to just above the ocean surface.

spray on the surface. As the second wave of enemies appear, you can almost guarantee that you'll take a hit and you'll feel the rumble of the



► These ships leave 'Tron-esque' trails for you to dodge.

LEG, BREAST or WING MEN?

Fox McCloud has three wingmen to help him out on his quest to save the universe. These ace pilots, Peppy, Slippy and Falco will do anything to help Fox out and in return, you have to do your best to save them if they are being attacked.

FOX MCCLOUD

Fox is the people's hero. A Han Solo, if you like. He's not a white knight in shining armour but his heart burns for the triumph of good over evil, or something like that anyway.

PEPPY HARE

Peppy is not a gung ho, go getter. He is the wise man of the fab four and his tips throughout the game should be listened to carefully. (Not on the Jap version though as you can't understand a word he says!).

SLIPPY TOAD

Slippy has an extremely annoying voice which is even noticeable in his Japanese dialect. Oh, and you have to rescue him when he's under attack so all in all, he's an annoying little runt.

FALCO LOMBARDI

Falco is an excellent pilot although you still have to save his ass on level one. Falco is useful for finding secret routes throughout the game so always keep an eye out for what he is up to.

rumble pak for the first time. I must admit I was a slightly disappointed by my first rumble but I will tell you more about this later (they wait with baited breath!).

Leaving the ocean takes you through a valley where the enemy will surprise you as they fly from behind, firing their red laser bolts at you. Take these out and you fly into the city area which, to say the least, looks very impressive.

The half demolished burning buildings really add to the atmosphere as the battle to save the planet rages around you. Falling buildings will force you to pull off some quick thinking manoeuvres. As you fly through the city taking out the marauding aliens, you'll come across a number of different icons to collect which will help you on your way (see boxout).

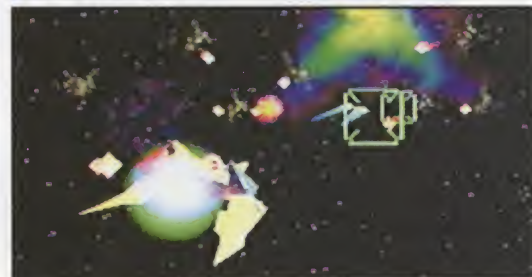
As you leave the beleaguered city, you'll encounter a small grassy area which leads onto the second water

section. This time you have to deal with a number of 'mech' type robots that seem to be positioned so that you nearly always end up colliding with them. This means that you have to be quick on the trigger to take them out or risk losing energy as you smash into them.

Once you reach the first end of level boss you'll notice that the format of the game has changed from an on-the-rails environment to a true 3D style playing area. Within the arena you will have a 360 degree freedom of movement which allows you to circle the extremely impressive end of level guardian. This



► Bandits at 12 o'clock.



► The in-cockpit view is a bit of a non starter.

VARIETY IS THE SPICE OF STAR FOX

As you probably know by now, you are not just confined to your Arwing fighter in Star Fox 64. Two levels have you in control of the Landmaster



tank and one level has you in control of a battle sub. The game changes drastically when in different vehicles so you'll need a good deal of practice to get used to all of them. That practice won't come easily until you master the Arwing fighter so that you can reach the other levels.

PICK-UPS, POWER-UPS AND ADD-ONS

As in all good shoot-'em-ups there are a number of items for you to collect on your travels. Some of the pick-ups have been positioned in extremely hard to reach places such as under falling buildings or through tunnels with extremely heavy dropping doors. Others, however, just appear when you shoot an enemy. Here's the low-down on the goodies you can collect...



SILVER RINGS

Silver rings will replenish your energy bar a little. They are the most common pick-up in Star Fox 64 and they can be found scattered across the levels throughout the game. These rings will also appear when you destroy certain enemies, especially with the Arwing's homing weapon.



GOLD RINGS

Collecting a gold ring will boost your energy bar a little but collecting three of them will actually make the bar longer. Again you will come across them in every level but they will be harder to reach than silver rings.



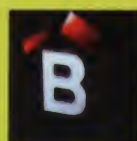
SILVER STAR

The silver star is a very rare occurrence but if you can collect one you will be rewarded with a completely replenished energy bar.



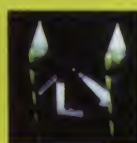
REPAIR ICON

If you collide with a large object you may find that you lose one of your wings which in turn will make the control of your Arwing much harder. Collecting one of these repair icons will have you back on track in a jiffy.



BOMBS

You start each life with three bombs which are best saved for the end of level bosses. You will be able to collect more throughout a game, just make sure that you keep your eyes peeled for them.



LASER POWER UP

You start the game with a single green laser but collecting the laser icons will power you up to a double green laser and then a mega powerful double blue laser.



POWER UP BOX

Every now and again you will see a yellow symbol appear at the top of your screen, accompanied by a bleeping sound. If you press the right 'C' button whilst this is happening your friend, NUS, on the Greatfox mother ship will drop a power up box into your view. Shoot it and you will be awarded with any of the above power ups.



► These energy bolts will get you almost anywhere on screen.



► Here's where the hands join up to make a very powerful opponent.

beast takes the form of a huge robot and despite its size, it can hurtle around the screen at a fair old pace. The movement of your huge enemy is a sight to behold as it bounces around in a very realistic fashion. In fact it's almost a shame to blow the thing to pieces as it's been drawn and animated so well.



► You get to blow lots of things up.

There are two different views for each of the styles of game. When playing in normal mode you will have the choice of an external view or an in-the-cockpit view, which in my opinion is useless. Playing in 360 degree mode will give you a choice of close up external view or a distance external view. Both of these views have their uses and you'll find yourself switching between them regularly.

Seeing off the end of level boss is not,

in fact, the end of level one as there are two routes to take, although to tell the truth, I wouldn't have found the second route had I not been informed of it. The second route will take you onto the difficult stages of the star map whereas defeating the first boss on the normal route will take you to the easy stages. To get to the second boss on level one you first have to save Falco from his doom towards the end of the city. You'll see him being chased down by three enemy craft so make sure that you take them all out.

If you can do this you then have to fly through every stone arch on the next water section which takes some serious concentration as you speed up and slow down to make the entrances. Once you have flown through every arch, fly your Arwing to the right and follow Falco through the waterfall.

up to the opening stages then? The answer to that is a resounding yes. Star Fox 64 is at heart a shoot-'em-up which in most cases doesn't leave a lot of room for diversion from the general format. Shigeru Miyamoto and his team have blown this out of the sky though as they have added so many

The laser fire shooting past your ship as you get caught in a cross fire on this stage really makes the adrenaline pump.

You'll find yourself flying through another valley that leads out onto the ocean where you'll come across a huge floating aircraft carrier ship which is the second boss for level one.

Well that's level one and to say that I was thoroughly impressed would be a huge understatement. For once, an N64 game actually did live up to my expectations and this was only after the first level. Does the rest of the game live

touches to Star Fox 64 to make it stand out from the crowd of shoot-'em-ups currently clogging up the video game market. Every stage has its own unique feel to it and the scale of some of the scenery and enemy craft can be likened to a Hollywood blockbuster. Check out the Sector Y stage with its huge floating space stations which really do leave you with a feeling of awe as you fly through them taking out countless gun turrets as you go. The



► Watch out for the fireballs launched from the train.

laser fire shooting past your ship as you get caught in a cross fire on this stage really makes the adrenaline pump as you desperately try to avoid being hit.

Thankfully, taking out and avoiding the enemy is made easier by the Arwing fighter's

special manoeuvres, especially in the 360 degree sections of the game. The power bar on the top right of the screen depicts the power available for a move and will decrease when you hit the brakes or speed up although it does replenish quickly. This power bar is also used for the special moves. The loop de loop is a useful move when you are being followed as your enemy will just fly right by as you circle around behind them. There's also a U-turn move (only in 360 degree mode) which allows you to come back on yourself without having to make a long and drawn out banking manoeuvre. Using the right shoulder and the trigger buttons will allow you to bank your ship left and right which is extremely handy for avoiding large objects coming your way at speed (which happens fairly regularly, I might add). Tapping either of these buttons twice will make the Arwing perform a barrel roll which produces



► More explosions.



► This boss likes to drop juggling batons in your path.

OUT ON MANOEUVRES

As I have mentioned in the review, there are several moves at your disposal when using the Arwing and the Land Master tank. As the instructions are in Japanese, here's how to perform every single one of those manoeuvres.

ARWING

Loop de Loop
U-Turn
Shield Spin

Down + Left C
Down + Bottom C
Double tap right or trigger button



LANDMASTER

Two wheels
Roll out of trouble
Activate jets

Right or trigger button
Double tap right or trigger button
Press and hold the right button and trigger button together





► Quick, get back into the external view.

FOUR PLAYER FRENZY!

A welcome addition to an already excellent game is the four player dogfight mode. Checkout our Four Player Frenzy feature on page 71 for the full lowdown.



► Don't spend too much time watching this boss as he'll take you out in no time at all.

a shield to deflect enemy fire. This manoeuvre is a favourite when you get caught in one of the cross fires that I mentioned earlier.

One of the standout features of Star Fox 64 is that not every level involves you flying the Arwing fighter. There are two Landmaster tank levels which really add depth to the game. Thankfully, these levels haven't just

is second to none. One problem with this level is that at times it can be a little too dark which makes it hard for you to pick out the enemies in the distance. This is only a small gripe though as overall, the Aquas stage is a worthy addition to the game.

As for the Arwing levels, you'll find yourself hooked by nearly every one of them. Among other things, there's

One of the standout features of Star Fox 64 is that not every level involves flying the Arwing fighter.

been added as a last minute thought, they actually play an integral part in the game. The best of the tank levels is the huge industrial area where you have to follow and destroy a train. The atmosphere is astounding and you'll be glued to your screen as you dodge the fireballs and laser beams being targeted at you. The other tank stage places you on a barren red planet with one of the largest and hardest bosses I've seen on any game. I couldn't begin to give you a comparison of what this beast looks like but the programmers have really gone to town on this one.

Just when you think that Star Fox 64 has thrown every surprise possible at you, you come across a certain stage known as Aquas. This level takes another new angle on the shoot-'em-up theme as it pits you in a battle submarine on a completely submerged ocean world. The enemies here take the form of mechanised sea life and again the atmosphere created

asteroid fields, molten lava seas, Egyptian pyramids, huge enemy bases, construction yards and hazard infested tunnels for you to deal with. Every level has something new and the craving to see the next one will have you playing for hours at a time at the expense of your friends and your precious pub time. On the enemy front, there's a whole host of different creatures and ships for you to deal with. As well as the basic enemy craft that appear throughout the game, you'll also find that most levels have a new enemy for you to deal with. For instance on the asteroid belt stage you'll have to contend with an insect like ship that fires pastel coloured rings of energy at you. The red sea stage sets you against a swarm of attacking bird like creatures and Sector Y has you taking out mech warrior shaped craft.

Most of the basic craft are pretty dense when it comes to attacking but every

FAMOUS FOXES

Foxes aren't the most interesting creatures, but believe it or not there have been some pretty famous foxes in the past. Here's our top ten favourite famous foxes...

1. Samantha Fox
2. Fox Mulder
3. Michael J. Fox
4. Tails (from Sonic)
5. Edward Fox
6. Basil Brush
7. The fox from the Disney classic, 'The Fox and the Hound'.
8. Foxes Glacier Mints
9. Swampy (well he likes to dig holes for himself, and believe me, he's pretty sly).
10. Ummmm

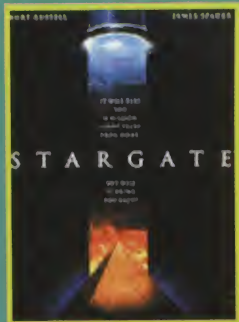


HOLLYWOOD OR BUST

Something that struck us quite early on in Star Fox 64 is its penchant for movie type settings. I've already mentioned that some of the scenes look as though they have come straight from Hollywood and when I say this, I mean it literally. Four films spring to mind when watching some of the in-game and cut scenes...

INDEPENDENCE DAY

This has to be the strongest influence in Star Fox 64 with swarms of alien craft and huge mother ships coming straight from the film. At times you become overwhelmed by the amount of enemy fighters on screen and the huge ship on one level is awe inspiring, just like the arrival of the mother ships in Independence Day.

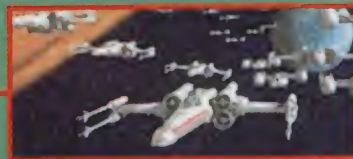


STARGATE

The second from last level sets you on a barren world with hardly any scenery. At the beginning this is probably the worst looking level but as you reach the end you'll come across a huge Egyptian looking temple that you actually have to fly into. I seem to remember a few scenes like that in a Kurt Russell movie called Stargate...

STAR WARS

Although not as heavily tied-in as Independence Day and Stargate, Star Wars does have its influences in Star Fox 64. Some of the deep space levels have a real Star Wars feel and the way the camera pans around Fox and his team at the beginning of a level is reminiscent of the scene setting before the final battle in the original Star Wars.



THE NEVER ENDING STORY

As I was putting this boxout together it suddenly dawned on me that the end of level boss on the Egyptian temple level is pretty much like the Rock Biter on the classic children's fantasy film The Never Ending Story. Honest!



► The light at the end of this tunnel is the end of game boss.

Depth is one of the main factors that sucked me into Star Fox. When you face up to those huge muddaf**ka bosses, they are muddaf**king huge! It's a real Dave and Goliath scenario. Added with superb graphics and a bottle of prescription cough syrup, you easily find yourself turning into Fox McCloud - which isn't wise when you have a bloodhound for a pet.

Pete

now and again you'll come across your arch enemy, Star Wolf, and his band of evil men. The Star Wolf team appears on many of the 360 degree levels and they are highly skilled pilots. Eliminating them requires a lot of practice but once you have learnt the special manoeuvres of your trusty Arwing craft you should be able to give as good as you get. The levels that Star Wolf appears in are some of the most exciting levels in the game as you are actually pitted against an opponent with a high artificial

It's been a long time since I've spent so much time playing a game outside of a review.

intelligence. You'll find yourself hot dogging across the skies performing split S turns and barrel rolls aplenty, as you fight to target your extremely worthy opponents. These dogfights really do get you going, it's just a shame that there are not as many skilled opponents throughout the whole game. Don't get me wrong though as Star Fox 64 is bladder burstingly exciting from start to finish.

A running feature in many of my reviews



► Don't look if you want to wait and see what the final boss looks like.

in 64 extreme is a complete slugging off of the sound aspects of most games. I am glad to break this tradition now though as I can safely say that the sound on Star Fox 64 is probably the best on any N64 game yet. It's just a shame that I couldn't understand a word of the speech. However, I am reliably informed that there are about 600 hundred different snippets of speech so it doesn't seem as though Star Fox 64 will suffer in the same way as FIFA 64, where every phrase is repeated within half a minute.

It's been a long time since I've spent so much time playing a game outside of a review which is testament to the fact that Star Fox 64 really is something special. I've spent quite a lot of my spare time recently desperately trying to get to the next stage on Star Fox 64. I have now completed the game via the easy and medium routes, victory on the hard route is still eluding me but I have played every level except one. Usually when I get to this stage in a game I start to lose interest but the gameplay really is that addictive that I don't care

if I have to play a level twenty times in a row as long as I see the next one before I switch off. The graphics are easily on a par with Super Mario 64 and the gameplay matches it to boot. Of course, what we're talking about here is a shoot 'em-up, but Star Fox 64 offers so much more than other games in its genre that you begin to forget that you're playing one of the oldest video game formats known to man.

The variety in the levels, the polished and exciting gameplay and the awe inspiring graphics all add up to the first game that I have given an X-factor award to since issue one. After last month's basically dismal selection of games I am glad to hand this accolade to one of the best games that I have played in years. Star Fox and pals, we salute you! **Saul** ■



► You lose energy constantly on this level so make sure you collect those rings.



► The graphics are bug free, even on close ups.

Published by: Nintendo
Release date: Out now (Jap)
June (3rd quarter)
Telephone no: 01703 653377
RRP: TBA

scores

graphics 96

Flawless and solid polygons along with imaginative designs make the visuals in Star Fox grade A Colombian eye candy.

sound 90

The sound effects are excellent and the music fits the game perfectly. It's a shame I couldn't understand a word of the speech though.

gameplay 95

Shigeru Miyamoto and his team have revolutionised a tired format to make it one of the most playable games ever.

lifespan 92

Fifteen huge levels with secrets will take you some time to get through and even when you do, you'll still be coming back for more.

overall 95

As with Waverace 64, my last X-factor game, I cannot make any significant gripes against Star Fox 64. So I won't. What I will say is quite simple, Buy it or regret it.

International Superstar Soccer 64

J-League Pro STRIKER WAS a firm OFFICE favourite and COST us many WORKING hours when it CAME in for review a few MONTHS ago. The ARRIVAL of ISS 64 may well MEAN that 64 extreme WILL become bi-MONTHLY!

BEING A HUGE
SOCCER FAN, I
CAN HONESTLY
SAY THAT, AT
LAST, I HAVE
FOUND A GAME
THAT HAS REALLY
CAUGHT THE
EXCITEMENT AND
ATMOSPHERE OF
FOOTBALL AND
COMBINED IT
WITH SLICK,
PERFECTLY PACED
GAMEPLAY AND
DAZZLING
GRAPHICS.



► They've got an awful lot of footballers in Brazil



► Each team has Superstar players that look exactly like the real thing.

NOTE to all software developers:

If you are considering developing a soccer game, you should first play ISS 64 and then ask yourself if you can possibly match the standard set by this game (are you listening, EA?). Why do I make such an overbearing statement? After all, ISS 64 is only the second soccer game for the N64. Read on my fellow armchair soccer fans and find out...



► ...and on comes new blood for England!

I enjoyed playing J-League Perfect Striker a heck of a lot when we had it in for review a few months back, but I wasn't too excited at the prospect of reviewing ISS 64,

improved it in many departments. The first and most pleasing improvement is the fact that Konami have taken the trouble to PAL optimise ISS 64, which means that,

successfully converted into a convincing European based soccer game. I needn't have worried, Major A have managed to effortlessly westernise ISS 64, without

Although ISS 64 is basically the same game as J-League, Major A have greatly improved it in many departments.

because I felt that there would only be some minor cosmetic changes made to convert J-League to ISS 64. Well, I was wrong, very wrong.

thanks to our PAL TV system being superior to NTSC, the UK actually has the best version of ISS 64 possible. That means that the game is not only full screen, but also plays faster and smoother than J-League. I must admit, I was a bit concerned that J-League was a bit too Japanese to be

compromising any of J-League's former brilliance. Included in the game are superstar players in each of the sides, who are dead ringers for their real life counterparts. For instance, in the England side you have Dave Seaman and Gazza, Italy

Although ISS 64 is basically the same game as J-League, Major A (ISS 64's development team) have greatly

CREATING THE Dream Team

One of the best features that will really appeal to all soccer fans is the team edit facility, which allows you to input all of the real players' names for each team for that extra bit of realism. As you can see, I have taken the liberty of selecting rather more Arsenal players for my England team than Mr Hoddle would! Best of all though, you can create your own player. First, you have to give your player a name, then choose his appearance. Once this is done you can allocate his various abilities from a pool of points. Finally, you can select which team your creation will play for. Of course, the true egocentrics amongst you can input your own names and fulfil your boyhood fantasies of playing for your national team!



can select which team your creation will play for. Of course, the true egocentrics amongst you can input your own names and fulfil your boyhood fantasies of playing for your national team!

have Ravanelli and Vialli, Holland and Bergkamp and Klivert, etc. Also, there is a new Scenario option that allows you take over a team at a crucial point of a famous game in soccer history and see if you can change the past. It's kinda like the footballing equivalent of Quantum Leap! It is only when you have triumphed in a scenario game that you can access further, more challenging games.

There are so many new additions that have been added to ISS 64 that I don't



► This game is so true to life. Johnny Foreigner lines it up to take the Penalty...



► ...and Dave Seaman makes a heroic save!

TEAM TACTICS

You can tinker with your team to ridiculous extremes, enough to satisfy even the most strategic minded managers. You can change your tactics at any point during the game to suit the position.



ALL OUT ATTACK

Pretty obvious one this. As soon as your front men have possession, all of the midfield and defence will rush up the field to support them. Good tactic to employ if you are losing badly or you want to improve your goal difference against

a weaker side.



ALL OUT DEFENCE

Only useful when you are either hanging on to a slender lead with the end of the game looming or if you are playing for a draw.

CENTRE ATTACK

As soon as your defender obtains possession of the ball, both of your wide midfield men will sprint up the centre of the pitch to join your midfield players, flooding that zone with targets for a long ball.



SIDE ATTACK

In this formation the defence will automatically pass the ball out to the wing men who can then make a run down the side of the pitch and attempt to get a cross in to the box.

PRESS UP

The defence will attempt to confront and tackle the opposition the second they get out of their own half. This strategy is unwise if your defence isn't particularly quick, because if an attacker gets through they will need to back peddle fast.



COUNTER ATTACK

The defence and centre backs will not venture far beyond their own 18 yard box while in this set up and will pump the ball up to the strikers rather than take the ball up field themselves.



ZONE PRESSURE

All of your players who happen to be in a zone of the opposing player with the ball will attempt to tackle him instead of leaving it to a lone marker.



OFFSIDE TRAP

The entire defence will push up field the moment an opposing midfielder plays the ball up field in an attempt to catch the strikers offside. Bloody boring and frustrating tactic to play against.

IT'S A GOAL

No soccer game would be complete without a selection of crazy goal celebrations and, fittingly, ISS 64 has the best I have ever seen. Here are a selection of some of my favourites.



THE DOGGY STYLE

The goal scorer runs to the nearest corner flag and gets on his hand and knees, where he is quickly joined by several team mates who then proceed to crawl along, doing a bizarre conga!



THE AEROPLANE

Introduced to this country by the Danish player Fjortoft whilst playing for the hopeless Swindon Town. The scorer simply runs around the pitch with his arms outstretched, pretending to be a plane!

THE ROCK YOUR BABY

Famously started by Bebbeto of Brazil in the last World Cup Finals, the goal scorer along with a few team mates stand in a line and start rocking an invisible baby!



THE KILLJOY

Let's face it, if you are being stuffed 5-0, you look a bit of a prat running around celebrating a goal you have just scored. The practical thing to do is pick the ball out of the back of the net, run back and place it on the centre spot and hope you can quickly pull back some more goals.



THE SIDEWALK

The goal scorer runs over to the side line and then side steps along it with his arms outstretched.



THE TRADITIONAL

There are many variants on this one but it generally involves punching the air, blowing kisses to the crowd and waving.



THE ROLY POLY

Pretty simple one this, the scorer and his team mates line up and simultaneously do a forward roll.



THE HAIL

Simply put, the goal scorer drops to one knee, bows his head and salutes the crowd.



► Seaman - Known as Spunky because of his sticky hands!

really know where to start. A lot of the additions are small things that never-the-less add greatly to the atmosphere of the game. For example, the new goal scoring celebrations, the team Captains now organise the defensive walls from free kicks, the referees have new animation, such as actually producing a book and then writing a player's name into it when he is being booked, scuffles breaking out

between players after fouls, goalies yelling at their defence after conceding

to score. Another nice touch is five difficulty settings ranging from novice

Another nice touch is five difficulty settings ranging from novice to expert.

a goal, more detail and animation in the crowd, the list just goes on and on.

Another area of the game that has been tweaked is the AI on the goalkeepers which is far better than it was on J-League, making it harder

to expert. Even the most hopeless of players should be able to beat the best teams in the world on the novice setting, while you will have to be a world class player before you can win any trophies on the expert setting. To



► In scenario mode you can choose to take over a hopeless situation, like the Scots trying to beat England.



► After each game you can view the top scorer league.

I'm glad to say that one of the best football games ever has now become THE best football game ever. The pal conversion of J-League Perfect Striker has been optimised for maximum speed and minimum letter boxing. Add to this the fact that I can at last understand the plethora of team and strategy options that baffled me on J-league and you'll understand why ISS 64 fully deserves its 7 extra points and the X-factor award.

Saul

get the most from ISS 64, it is highly recommended that you kit yourself out with a memory card, as you won't be able to save any tournaments, play

This is the soccer game that I have been waiting for since I first started playing video games.

settings or any of the 32 players that you can create (see boxout).

The only aspect of ISS 64 that could be improved is the sound. The music sounds as though it has been lifted from a Street Fighter style beat-'em-up, while the commentary is a bit glitchy in places and some expressions the commentator makes are occasionally inappropriate for what is actually happening in the game. Having said that, the review cartridge that we were sent, although a finished version, apparently had a few minor bugs in the commentary, so perhaps some of my quibbles will be ironed out before ISS 64's release in late June.

So apart from my very small moan about the sound, how else could ISS 64 be improved? Well, the only thing that comes to mind is the inclusion of some club teams but to be honest, to ask any more of this absolutely fantastic game is being rather churlish. This is

the soccer game that I have been waiting for since I first started playing video games two decades ago! I suppose that in a few areas

several games have come close to bringing home the true soccer experience on a console (Sensible Soccer, Sega Worldwide Soccer, the early FIFA games and the first ISS game on the SNES) but, being a huge soccer fan, I can honestly say that, at last, I have found a game that has really caught the excitement and atmosphere of football and combined it with slick, perfectly paced gameplay and dazzling graphics. To own an N64 and not purchase ISS 64 should be against the law. Football has finally come home and it's

International Superstar Soccer 64.
Pete ■

Published by: Konami
Release date: Late June
Telephone no: 01895 853000
RRP: £59.99

scores

graphics **95**

The motion captured players are wonderfully animated and fluid. This is just like watching the real thing.

sound **75**

Probably the one department that stops ISS 64 from being a perfect game. Although the crowd sound is good, the commentary is a bit stilted and the music would be better suited to a beat-'em-up.

gameplay **96**

Absolutely spot on. Anybody can pick up ISS 64 and be playing competently within minutes, but there is also a tremendous depth of gameplay lurking beneath the surface.

lifespan **95**

With five difficulty settings and the four player modes, you will never stop playing this fantastic game.

overall **95**

ISS 64 is the best soccer game in the known universe and will be for a very long time to come. This is the game above all else that would persuade me to buy an N64.



Dazza's Armchair Soccer

Atmosphere, ambience and aura are not just three words beginning with the letter 'A', well, they are, but they are also three factors that contribute to an excellent game of armchair soccer. This is a spiritual page dedicated to all of you games-players that want the most out of their soccer software. Dazza's Armchair Soccer will revitalise, reshape and re-write history! After reading this, plugging in your N64 and collapsing onto the nearest sofa will be a thing of the past. Front room football will become an exciting triumphant ritual, only equalled by losing your virginity.

Woolly Hat

Your favourite team's name plastered across the front is optional. The main reason behind this accessory is to keep warm. Most of your body heat is lost through your head and when your girlfriend/wife/mother kicks your ass out of the front door for playing non-stop for 48hrs, you'll be thanking me for this little tip!

Beer

This is probably the most significant element to a perfect game. A can of beer has many different uses - Firstly, you need refreshment. Sitting down and watching all of those sprites running around the pitch is thirsty work! Secondly, it's a great excuse if you lose, "I shouldn't have drunk that last can!". Thirdly, an empty can is an extraordinarily aerodynamic object. Ideal for throwing at the telly when the opposition score, or at anyone who disturbs your concentration. Lastly, and my favourite, a can is, strangely enough, an excellent fluid holder. I have undertaken many stringent tests to determine the larger intake/urine output ratio. My studies have concluded that you can drink as much as you want without leaving the luxury of the chair, you never pee more than you drink. So you'll always have an empty can to do the business in. Sorted!

An Orange

You'll need your vitamin C at half-time. Yeah right!

Avoid the temptation of throwing this at the telly when the ref gives a decision against you. The weight/velocity element will take it right through the screen, which although giving a really nice fireworks display, knackers the box and stops the essential viewing of the awesome Baywatch.

Toilet Rolls

Buy a bargain box from your nearest discount store, and each time you score, throw one at the screen. But make sure you keep one close at hand to link up with the empty beer can.

Whistle

This is to sway the referee when the game is nearing a close.

Football Boots/Football

Dig out those old footie boots from under the stairs, and tap a football between your feet. This gives the illusion of actually playing, especially after several beers. You also

psychologically feel that you have undertaken physical exercise, when really you've only been sitting on your arse. The brain is a wonderful thing!

Earplugs/Screwed Up Tissue

Placing these in your ears will save your ear drums from the bashing they will receive from the females in the building. These walk hand in hand with the woolly hat. If you've got the babble blockers inserted, you must wear the hat. You won't be able to hear the warnings from the effeminate dictator towering above you, so you must be prepared for the inevitable ass kick out onto the street.

Liverpool Football Shirt

Best team in the world!

Sunglasses

1 - Stops eye strain. 2 - Makes me look cool. 3 - And allows you to have a quick snooze without anyone knowing!

TV Guide

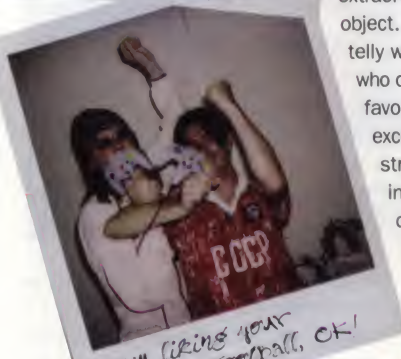
I know that playing video soccer kicks the butt of most TV programmes, but there are some essential television personalities that shouldn't be missed. Always keep a TV guide nearby, so you don't miss Pamela Anderson and Yasmine Bleeth in Baywatch, Lara Cox (Anita) in Heartbreak High, and Ashley in the Fresh Prince of Bel Air. Top totty!!!



Sorry I'm - can't hear nuffin!



el mundo, it's curtains for off-white pjs.



i am liking your English football, OK!



Buddist FC - grasshopper, off-white pjs, the happiest freak in the world



Graham, pretending to be Gazza!!



yo, olde dear. Leave da bottles of beer.

Wonder Project J2

THE JAPANESE HAVE GONE 'CONTROL Freak' CRAZY! FANCY TEACHING AN INNOCENT AND IMPETUOUS YOUNG GIRL THE FACTS OF LIFE?

Question One: What's the definition of 'seriously wacky concept'? Answer - Wonder Project J.
Question Two: Name an even goofier title? Answer - Wonder Project J2.
Tie Breaker: In no less than 20 words, explain how you could make it even harder for a reviewer to review a mainly text based game. Answer - Easy, make the text Japanese!
...and the winner is, wait for it - Dazza Herridge.

WONDERPROJECT
J2 HAS A
COMPLETELY NEW
CHARACTER -
JOSETTE. STILL
BUILT BY
GIPETTO, BUT
THIS TIME HE
DIED BEFORE
PUTTING THE J
CIRCUIT INTO
HER BODY TO
TURN HER INTO A
REAL GIRL.
AHHH!



► Jenny, our designer, being stood up yet again!



► Josette exploring different ways to make money.

Wonder Project J on the SNES was only liberated in Japan. It comprised of a snotty little robot called Pino, who was built by an old lonely man called Gipetto. The boy had no knowledge of the world he'd been brought into, and could only learn from your guidance - you acted as a kind of teacher/conscience bearer. Now, I'm sure I've heard of a similar storyline/characters somewhere else, let me think...

Wonder Project J2 has a completely new character - Josette. Still built by Gipetto, but this time he died before putting the 'J' circuit into her body to turn her into a real girl, ahhh! The

independent human being - capable of 'dealing' with life. Oh, and I nearly forgot, capable of defeating the forces of the Siliconian Empire - now, how could I forget that minor point!

Even though the game has the same fundamental design concept as Wonder Project J, Enix's new character, Josette, has been created



► Fancy a drink of 'H'.

Josette has been created to 'tug on the heart strings', for once, I don't mean that in a perverted, sleazy way.

orphaned virtual being, or Gijin (for all you anoraks out there!), travels to the islands of Blue Land and Megafloat. Here, with the help of a robotic bird, you must turn her into an

to 'tug on the heart strings' of any gamesplayer. And for once, I don't mean that in a perverted, sleazy way - you see Josette as your daughter/younger sister. She's cute,

fun, innocent, and completely trusts everything you say. Her 'coming of age' as a human being is totally in your hands, and when she first cries

when truly understanding the concept of death, you suddenly realise how everyone takes the most important thing in their lives, life itself, for granted! All of Josette's emotions are

WHAT did I say?!



There we were, chatting away. Then suddenly, I said the wrong thing! The corners of her mouth dropped, frown lines appeared. I apologised, but I just dug a deeper hole. And then she blew, like a blue whale clearing its blow hole. I hadn't just made Josette into a human being, I'd turned her into a woman!

The idea of playing God appealed to me and the concept behind Wonder Project is highly original. However, not being able to read Japanese is a bit of a problem. The 2D visuals are pretty outdated but then, this type of game doesn't require flash 3D graphics. As it stands, I wouldn't recommend that anybody buys this game unless they can speak the native tongue of the Rising Sun.

Saul.

thought provoking! Seeing her jumping up and down laughing after learning the simplest task, makes you understand that really the simplest tasks you've learnt yourself in your own life are really your greatest achievements.

The actual learning tree that the developers, Giburo and Mint, have used is very complex. Instead of just teaching Josette a task, you have to teach her how to undertake that task

properly. You can teach her to cook, but if she doesn't understand what tastes good and what tastes bad, then learning to cook in the first place is pointless. You teach her with the help of a robotic bird. He will prompt you to answer yes or no to her questions, and will state if your

The publishers who release the first 'character moulding' game in Europe will make a huge killing.

answers are contrary or misleading. You also use the avis to move Josette around the islands, and to take items from and place items in the inventory. Josette trusts the bird as much as she trusts you.

All this God like business takes place in a 2D universe filled with sprites. Yes, I did say 2D! There are a few polygons knocking around the landscapes, mainly creating 3D books, vehicles and stones. The graphics are very 32-bitty, but when Josette runs up to the screen to ask various questions, the animation/



▶ A moving scene, just before Gipetto pops his clogs.

scaling is very good - nothing distorts. The colours are intense and vivid, and with many well-drawn characters wandering around, this mainly text based game does keep the retina working.

The organ used for hearing will certainly be less stimulated by the music/sound FX. This is

definitely one of the games where you notice the benefits of CD ROMs over cartridges. There is hardly any spoken speech, and watching sentence after sentence write and un-write on the screen can become very tedious. The effects don't compensate for the lack of speech either, Josette's footsteps sound like a very dodgy kick drum, from a very dodgy drum machine!

Now we come to the turning point in the game that I subtly mentioned at the beginning of the review - Japanese text! And there's plenty of it. If you read Japanese, or you know

someone who can, then you're laughing. If neither of these apply to you then it's an uphill struggle, and it's a bloody big hill as well. The concept of the game is absolutely brilliant - a genre that I would definitely like to see exploited in the West. Many will say that character / artificial intelligence simulation does not appeal to a western society, with only the Japanese culture craving for control games - well, I disagree. If programmed properly, the publishers who release the first character moulding game in Europe will make a huge killing. I can't see why we haven't seen one yet. It's simply Sim City, but on a personal level.

Unfortunately, due to the Japanese text, the game does get very boring - commanding



▶ Go on, press her button!

Josette, basically becomes a game of hit or miss instead of skill. Although, I persisted for a very long time, only due to the fact that I wanted to see my naive sibling accomplish things in her new-found world. When she cried, I wanted to make her happy! I wanted to guide her. I was God, and I enjoyed being God. I couldn't control my own destiny, but I could control hers. Amazing! **Dazza** ■

Published by: Enix

Release date: Out now in Japan, UK

release TBA

Telephone no: N/A

RRP: £59.99

scores

graphics **58**

No groundbreaking features here! But the 2D environment is acceptable and very colourful.

sound **30**

Very poor. Many of the sound effects are worthless!

gameplay **85**

Answering just yes and no doesn't give you Nintendo thumb, but the outcome of your answers are very rewarding.

lifespan **68**

Once completed, you probably won't have the urge to play it again.

overall **75**

It scored this highly simply on the basis of its originality. This concept, hopefully, will be exploited to its full potential in the future.

WaveRace 64

...the Jap version of WaveRace 64 scored 94% and was awarded with the X-factor, way back in issue one. Well it's been released over here now so does it still deserve such a high score?...



► Keep to the left of the buoy, then take a sharp right to get into the shorter tunnel.



► Perfect reflections.

THE SHEER
BRILLIANCE OF
THE GRAPHICS
WAS THE THING
THAT CAUGHT MY
EYE FIRST, BUT
ON PLAYING, MY
PANTS LITERALLY
FILLED UP DUE
TO THE
ADRENALINE
FUELLED ACTION.

WaveRace 64 was the first game that I played on the N64 and what a great introduction to 64 bit gaming it was. The sheer brilliance of the graphics was the thing that caught my eye first, but on playing, my pants literally filled up due to the adrenaline fuelled action. In fact, for the first few weeks of playing I had to wear plastic underwear to avoid any embarrassment in the 64 extreme offices. Anyway, enough of that. I've been playing the UK version of WaveRace for a while now and it's basically exactly the same as the NTSC version.

Having said that, the Pal version does suffer from some of the usual Pal hang-ups. The letter boxed borders are there and the game doesn't run quite as fast as the Jap and American versions. However, these problems are negligible as not many of you will have

important uppers. Graphically, WaveRace 64 is a definite contender for my very own 'Triple A' award. This award goes to games with astonishing, astounding and awe inspiring visuals. It's not that often that I'd use these three adjectives in the same sentence

a video game. The scenery is faultless and perfectly drawn with a diversity that would put even the largest platform game to shame. From the tempting beach areas to the drab docklands, you'll be constantly amazed by the amount of visual detail that Nintendo have managed to cram into one cartridge, but then again, this is a premium Nintendo project.

it actually feels realistic as you guide your jet ski through the waves.

played the NTSC version so you won't notice the changes anyway.

Well, that's the downers out of the way, which leaves plenty of room for the all

but the graphical brilliance of WaveRace 64 really does warrant it. The riders and jet skis are made up of beautifully coloured and solid polygons that move with a fluidity rarely seen on

I've managed to hold off for this long without mentioning the most impressive visual aspect of WaveRace 64. If you read my review of the Jap WaveRace in issue one,



► Two player mode is a good laugh, if only I had some worthy competition.



► Women just don't seem to be as fast as blokes do they?

Wet 'n' wild!
If WaveRace was
a James Bond
girl, it would be
Pussy Galore. If
it was a song, it
would be
Strawberry
Fields. If it was
an actor, it
would Michael
Caine. If was a
game, it would
be Wave Race!

Dazza

you'll know that I was impressed with the amazing water effects. Well, I'm glad to say that this hasn't changed on the Pal version as the water still looks so realistic that you just want to dive in. Not only

does it look realistic though, it actually feels realistic as you guide your jet ski through the frothing waves or skim over the calmer waters. No amount of words can compare with actually seeing the water move on

completed the Championship mode on the expert level. Racing around each of the eight courses isn't as simple as going from corner to corner and taking the correct line, oh no. On every course there are a number of strategically placed buoys that you have to weave in and out of. Missing a buoy will result in a speed penalty so you have to make sure that you pass each one correctly.

Besides championship mode there's the obligatory time trial mode, an excellent stunt mode and a two player mode, which doesn't really lose much graphically against the one player mode. The stunt mode is particularly cool as you have to score as many points as you can in one lap by performing as many tricks and moves as possible. Each course has added ramps on stunt mode so the possibility for some astounding aerial manoeuvres is irresistible. The actual racing couldn't be any more exciting and all action freaks will be fully satisfied by the intense competition. Thankfully the control of your jet ski is set perfectly for this type of game and the analogue pad really does add to the excellent gameplay.

Sound wise, WaveRace 64 is almost faultless. The engine noises can at times be a little monotonous but the

It's been nearly five months since I first played WaveRace 64 and I am still as impressed.

screen, but you'll have to buy the game to see that.

I've dwelled long enough on the visuals so it's time to tell you about the excellent and addictive gameplay. There are four different types of play and three difficulty levels plus a reverse track mode, once you have

general sound effects are up to standard. The commentator has a lot to say although at times he does tend to repeat himself but then again, that happens on most games.

It's been nearly five months since I first played WaveRace 64 and I am still as impressed with it now as I was all that

Your jet ski can be customised to your liking although the



default settings are usually good enough to stick with. Settings for handling, engine and grip can all be changed. If you have the patience you may be able to find your ideal set-up. Me, I just want to get on with the racing.

time ago. The quality of the graphics, gameplay and the sheer depth of WaveRace 64 combine to make it a worthy holder of the X-factor and if I was to review it in a year's time, I'm sure that it would still be up there with the best of them. If you own a UK N64, the PAL version of WaveRace 64 is an essential addition to your game collection. **Saul ■**



► It's a miracle, fat bloke gets some air!

Published by: Nintendo
Release date: May 1997
Telephone no: 01703 652222
RRP: £54.99

scores

graphics **96**
Exactly the same as the NTSC version (amazing) so it deserves the exact same score.

sound **87**
Again, I can't mark it any less as it's basically identical to the NTSC cart.

gameplay **94**
Although I don't want to, I have to mark the gameplay down a couple of points due to the slight change in speed. Still, 94's pretty respectable isn't it?

lifespan **94**
After the amount of time I have been playing WaveRace 64, I now know that the lifespan score was too low on my first review. Have another couple of points WaveRace.

overall **95**
With exciting gameplay and ground breaking graphics to boot, anybody who doesn't buy WaveRace 64 must be one brick short of a brick outhouse, or something.

THE HISTORY OF Nintendo® Part One



In 1991 a company that was previously best known for manufacturing playing cards posted earnings that exceeded the mighty Sony Corporation by \$400 million. That company was Nintendo, but where had this new over night success electronics company come from and where would this phenomenal growth take them?

The Nintendo story starts way back in the ancient Japanese capital of Kyoto in the year 1889, when an artist and craftsman named Fasaajiro Yamauchi began to make karuta playing cards which were used to play an ancient Japanese game called Hanafuda. They replaced the traditional painted sea shells and duly became popular enough to inspire Yamauchi to form the Nintendo Koppai company. The word Nintendo can be translated in several different ways, but it basically means 'Work hard, but in the end it is in heaven's hands' or more simply 'Leave luck to heaven'.

The Nintendo Koppai company fast became the biggest playing card manufacturers in Japan, largely thanks to a deal that Yamauchi struck with the Japanese Tobacco and Salt Corporation in 1907, that ensured Nintendo playing cards were sold in every cigarette shop in Japan. The company continued to prosper and ownership was passed on through each generation of Yamauchis. In 1947, at the age of 21, a serious minded and fiercely ambitious young man called Hiroshi Yamauchi took over the family business

from his ailing grandfather. The new President wanted to make it clear to all that he was now the boss and pressed home this message by sacking every manager in the company, regardless of how loyal they had been or the amount of time they had spent with the firm. In

In 1959 the young President's business flair started to emerge. He struck a licensing deal with the Walt Disney Company to produce playing cards featuring Disney characters, such as Mickey Mouse and Donald Duck. He also structured a new distribution system, that was to prove to



Ultra Hand, 1966

be incredibly important to Nintendo in the years that followed. The new system ensured that Nintendo playing cards would be sold in all large department and toy stores throughout Japan. This formula was greeted with instant success and Nintendo had their best ever financial year, selling over 600,000 packs of cards.

Hiroshi Yamauchi was still far from content. He wanted to expand into other markets and changed the company name to simply Nintendo Company Limited (NCL). In order to finance his ambitions for NCL, the company went public and



NCL Head Office, Kyoto, July 1959

1951 he changed the name of the company to Nintendo Karuta (Nintendo Playing Cards) and established larger headquarters in Kyoto.



Ultra Machine, 1968



N.B. Block, late 60's

was floated on the Osaka stock exchange and Yamauchi became Chairman. Perhaps showing just how far ahead Mr Yamauchi's thinking was, Nintendo then launched a range of individually portioned, dried instant rice snacks.

Unfortunately (or maybe that should be fortunately, after all, if it had been a great success, Mario may never have been born!) this venture was a complete failure. Next Yamauchi opened what we shall politely call a 'love hotel' where rooms could be rented by the hour. Next NCL formed a taxi company which was also comparatively successful, this venture was

short lived because Yamauchi became very irritated with the taxi driver union's constant demands for better pay and conditions. Mr Yamauchi soon realised that this was not the way forward for his company and decided that he wanted to set up a new business that would take full advantage of Nintendo's toy store distribution system. A new department was set up in 1969 which was to be Nintendo's first research and development department. It was simply called Games.

Yamauchi hired two key people in the Games department, one was Hiroshi Imanishi, a law graduate, the other was Gunpei Yokai, a college graduate with a degree in

electronics. Whilst thinking ahead about future products which Nintendo could produce in time for the Christmas of 1970, Yokai asked, "What should I make?". "Something great", was Yamauchi's reply. Yokai's first attempt at greatness was the Ultra Hand, which was a kind of hand extension device with a vice like grip. Yamauchi liked it and backed it up with national TV advertising. Although it had hardly any practical uses, the Ultra Hand sold extremely well (over 1.2 million units). Yamauchi was very pleased and made Yokai chief inventor of the Games department.

Yokai's next creation was the Ultra Machine, which was a



NCL Head Office, Kyoto, 1970

device that projected soft baseballs to be hit with a toy baseball bat, the key selling point being that it was safe enough to use indoors. Once again this sold strongly (700,000 units). Several other creations later (which included a periscope and a love testing machine!) the real breakthrough came. Electronics company Sharp had invented solar cells and Yokai realised that with modification they could be used to detect light and convert it into energy. The light gun was born. The Nintendo Light Beam Guns sold over one million units and Nintendo opened a series of indoor shooting ranges (that had been converted from old bowling alleys) across Japan. The Nintendo Laser Clay Ranges were a huge success and fast became the hip place for trendy young Japanese people to spend their time. Nintendo had arrived. They had their first electronic games in peoples' homes and their first arcade coin op machines earning them millions of yen. From humble beginnings a mighty corporation was growing and the word Nintendo was soon to be a household name across the globe.



Time Shock



Nintendo Laser Clay Range, 1973

NEXT ISSUE:
An Italian plumber and a gorilla called Donkey takes the world by storm!

PART TWO

64

NINTENDO[®]64





An interview with **Alex Fitzgibbons**

MEET THE CHALLENGE

of **Communications Manager**
THE Games

THE Games

are the sole distributors

for Nintendo in the UK

and therefore, to all

intents and purposes,

are the face of Nintendo

in this country.

We visited their base in

Eastleigh to find out

more about them.

This interview was

conducted on the 13th

of May (two weeks

after the N64 price

drop). Also sitting in on

the interview was Jim

Pride who is Product

Manager at THE Games.



THE headquarters, Eastleigh

Pete: Firstly Alex, what is your position and what are your responsibilities at THE Games.

Alex: I am Communications Manager, responsibilities are communicating the joys of Nintendo products along with Jimmy (Jim Pride) in the UK, whether it is PR or promotions, but I also do other things for THE as well, so it is fairly wide ranging. We work as a pretty tight team here. Jimmy is the Product Manager and we all co-ordinate and fit in with each other, so it is very fluid in terms of what we are doing.

Pete: What did you do before you joined THE?

Alex: I lived in the US for six years, then came back, worked over here a bit for 5 months in marketing and then joined THE Games, which started in September '95 with just four of us, all of whom apart from Jimmy were new to the business. I'd been in the US for six years, so I'd obviously seen Nintendo over there, but I wasn't wholly up-to-date with the UK market, and I had no idea of the depth of the market and the battle that had been going on between Sega and Nintendo.

Pete: So you had to learn on your feet.

Alex: Yes, very much so, and you know it came at a time when Sony had just launched the PlayStation and the Sega Saturn had been out for a while, so it was difficult for us to get our voice heard with regard to the SNES, because everyone was more interested in the next gen machines.

Pete: You couldn't have picked a tougher time to launch a new machine when you think about it, in terms of what was out there already.

Alex: Well, what was difficult was the fact that before the N64 launch, there were some good quality 32 bit titles out there, so we really had to push hard to get 16 bit titles noticed. It helped having games like Donkey Kong Country 2 which is still fantastic, even by today's standards, and at that point in '95, graphically it was up there with the 32 bit titles. The Game Boy has been fantastic in the last two years, we have really made a fundamental effort to push the Game Boy, widen its distribution and create imaginative bundles.

Pete: There has almost been a renaissance for the Game Boy over the last year or so.

Alex: Game Boy Pocket certainly helped us along.

Pete: I'd like to ask a multi-layered question regarding the N64 price drop.

- 1) Do you think you should have priced the N64 at £150 from the launch date?
- 2) Do you think there is any potential for it to come down further, we hear that PlayStation will be £99 by Christmas, that is according to some reliable industry sources - so is £150 rock bottom? - As low as you can go?

Alex: We would have loved to have done it from day one, but we just couldn't have done it, it's as simple as that. £249 was the price we set, you've got to remember that the PlayStation dropped one day before we launched, so originally we thought we were facing a £50 price point differential. Then suddenly, boom! We were looking at close to a £120 price differential between PlayStation and Nintendo 64 which is a significant margin. I mean you can buy two Game Boys or you could buy a SNES and a game for that price premium, so it was significant. We would not have been able to recheck our price point at that stage without losing a lot of money, that is a basic fact. In April we heard from Nintendo that the cost price of making N64 units had come down, because they had found ways of managing to triple production capacity. It was a Catch 22 situation, any time we would have dropped, people would have got nailed. Even if it was in July then maybe the people who brought it in March wouldn't have created such fuss, but then you've got another 60,000 people who bought it in June and May who are in there kicking up a fuss, so you are never going to win the battle, whenever you drop the price.

Pete: Yes, people forget that the Saturn was originally £400 and the PlayStation was £350, so I thought that it was hypocritical of Sony and Sega to make such a big deal about how expensive the N64 was. Really £250 was a pretty decent price to start with.

Alex: You look at the amount of people who after the price drop can afford to buy the system because it has come down, there is a huge demand out there for the product and I think more people now can buy this for themselves. That is great news, which can only be good for Nintendo and all the consumers out there. The bigger the installed base the bigger the voice Nintendo has. Obviously we understand why people were irritated, but there was no grand plan to make a quick buck from the people who bought the system first and then suddenly drop the price, that couldn't have been further from the truth. We honestly hadn't planned a price reduction for at least seven or eight



Alex Fitzgibbons



Alex gets to grips with his favourite industry person

months. When we set the price in the middle of February it had to be £249 and we believed it would stay that way until very close to Christmas. It is a very competitive market, Sony made the move on price first, which we expected but we were surprised that the drop was that big. You've got to remain competitive in this market.

Pete: To be honest, I think that it's a very positive message really, that Nintendo intend to make a stand and fight for the UK market.

Alex: The timing was fortuitous, the increase in production, passage, etcetera, of the machine worldwide meant that we had the weaponry to be able to fight back and be able to drop the price, so I think it was an extremely positive move and since the drop, sales have just flown. I should think that it is pretty positive for your magazine as well!

Pete: I should say! Are you in danger of running out of N64 units for the UK?

Alex: We are in a fairly healthy stock situation, we do not want to be in a situation where there are no Nintendo 64 consoles on the shelf. We'll hire a jumbo to bring more stock over. We are not going to let it get to a position where people won't be able to buy an N64.

Pete: You don't want to get into the Sony situation where the public could buy a PlayStation for £130 but there were none available. Don't you think that it's all very well for Sony to say they are bringing their price down, but the issue they are ducking is that you are actually offering a far more technically advanced machine.

Alex: Oh yes, completely. In the advertising it's been a key strapline, the fastest, most powerful video game system in the world for only £20 more than our competition. That is a key message and with the price change we moved one of the two barriers that was stopping people owning a Nintendo 64 and that was the price. The second barrier is still there.

Pete: Software price?

Alex: No, I don't think software prices are really an issue. You only have to look and see how Turok has performed, £10 more than anything else out there at £69, which wasn't discounted by any retailer but it sold incredibly well, and it proves that people are prepared to pay. It's not an issue to pay more for quality but paying less for crap! I mean if a PlayStation game was £69 they wouldn't sell one copy, because the concept of value isn't there, whereas a Nintendo 64 game, people know they are getting a complex, graphically phenomenal game and people are willing to pay for quality - I mean that is why people buy a BMW or a Mercedes. Otherwise there would be 15 million Ladas in the country, which wouldn't exactly make it a great place to drive.

People are willing to pay for quality.

Pete: You get what you pay for at the end of the day.

Alex: Exactly, I think our biggest worry at the moment is not so much the price of our software but the size of our software library. As you know, we only have six games out there but by the end of the year we will have 30 games plus, which is very respectful, so I think that is improving, some people are waiting for the library to expand before buying.

Jim: On the library side of things, I certainly don't think that much vaunted 200 plus games available for the Sony PlayStation is any mark of quality of the software, not if 150 of them are crap. If you go into a store, even if you went into the largest games centre in Europe, which is I think Level 1, a) you wouldn't find your 200 titles there anyway, but out of the ones which are there, the titles that you would actually part money with would be a very, very small percentage.

Alex: You only have to look at their marketing strategy, they pick out probably nine or ten titles a year which they advertise and really, really push through their PR. They're not stupid, they know that they have to focus on those ten quality games because they know that most of the others don't stand up to close scrutiny. We also focus on our best games but we don't have to hide the fact that we have another hundred boring ones in our catalogue.

Pete: Consumers are far wiser than they have been in the past



and generally will buy treble A grade games and are far better informed. Most of them have been stung in the past into buying duff games and won't get fooled again.

Alex: You look at PlayStation and you could count on two hands the games they really pushed last year, Tekken 2 and Tomb Raider, Formula 1, Crash Bandicoot, uhh.. I'm running out of games already! But they advertise them on TV and give them a push, and do well, while the rest are just trundled out, basically.

Pete: Alarmingly, we have recently seen some rather dodgy games come out in Japan for the N64, how much actual control does THE have over which games will come out officially in the UK?



Alex, Jim & Pete

Alex: We have complete control, we're under no obligation to bring all N64 titles to this country. We can exercise a great degree of quality control but there might be people out there who like Sumo wrestling games, or whatever, so you can't act as judge, jury and executioner completely over what we want to bring into this country. We have Jimmy run through a product evaluation, which is a very strict process. When we get the title, then it goes through a bunch of people playing the game, giving a review for marketability, everything. Then at the end, Jimmy makes a recommendation to the board as to whether we bring the title in and if we do, how many units we are going to need. If Jimmy comes back to us and says that a certain game is not worth us releasing over here, then we won't. It's as simple as that.

Pete: How do you think the games industry is perceived by the media these days? Do you think it's changed a great deal over the last three or four years. In the past, gamers have been portrayed as spotty school kids, sat in their bedrooms, playing games because they have no friends?

Alex: Oh, I think it's become a lot more mainstream and we've always made an effort to take the message beyond just the specialist press and into mainstream media coverage. We made a deliberate effort with the N64 launch to put the message out to all people about how games consoles have grown up, we even managed to get the N64 launch featured on six o'clock news bulletins. I think as soon as people start playing the N64, they will realise that what they are playing is a mass media product, which is for everyone, not just for teenagers and kids.

Jim: I think Sega's pirate TV campaign was an absolute disaster, because they were only appealing to a younger teenage market and completely alienated anyone above it, whereas the Nintendo 64 campaign merely stated that the N64 was the most powerful games machine in the universe, which obviously is a message that could be understood by all.

Alex: I think the market is in a very interesting state at the moment, it is obviously booming, mainly because of the success of the PlayStation, and you have to say that the Sony boys have done a good job, I'm not going to sit here and slag them off and neither is Jimmy, we're not into that sort of business!

Pete: What I find particularly frustrating is the fact that we are in an industry that is bigger than the film industry and on a par with the music business, but the only TV exposure the video games industry gets is one poxy programme, which has a presenter who seems to think that it's hilarious to use the word 'pants' in every sentence! It seems that the games industry gets no respect from the media, especially television, which refuses to take gaming seriously and aim all the coverage at the kids market.

Alex: I think with the advent of satellite that will change and the focus will change on the industry. When you think about it, between Sega and Nintendo alone there are over eight million console units out there in peoples' homes and I think that no

journalist can now afford to ignore the power of video games.

Pete: So you think consoles are back big time.

Alex: I certainly hope so. We are investing a lot of money on advertising and promoting video games and I think it is good for the market to have two very strong players like Sony and Nintendo, I think Sega are struggling a bit.

Pete: I think there is room in the market for everybody, even Sega. God help us all, if Sony ever gets the whole market to themselves!

Alex: No, I agree. Competition is always a healthy thing in any industry.

Pete: Who would you say was your favourite industry person at the moment? That question goes to both of you.

Alex: That's a very interesting question.

Jim: My one sounds a bit biased so it may not count! Mr Miyamoto would be my choice because I truly appreciate the quality of the work he does. I have spoken to him a few times and he gave a signed autograph. I'm a big fan, because of that I would have to say he is the person I most admire throughout the industry and the fact that he works for Nintendo is neither here nor there. Even if he was making games for other systems, I would still have the utmost respect for him because of the games he has produced and the enjoyment he has brought to games players all over the world.

Pete: OK, you go for Mario's Dad, how about you Alex?

Alex: Well, I would have to actually choose Mario himself to be my favourite industry person, just because he is the icon of what Nintendo is all about. Without him, would the N64 be half the success it is? His promotional properties are priceless and he's a fun character as well, I mean he's an Italian Plumber for Christ sake!



"...Nintendo Hotline... how can I help you?"

Pete: I suppose it is pretty surreal when you come to think about it.

Alex: I've got to say, I also admire all of the gratuitous babes that add a certain something to this industry as well! Maybe we could arrange a competition so that your readers can choose who we select to be the next model girl and we can use her to promote our next big game, which should be Goldeneye, I think.

Pete: I'm sure we can arrange that! So what are your plans for the end of '97 and '98?

Alex: Well, we can all look forward to a lot of fantastic games, personally I'm looking forward to Goldeneye being released as I'm a big fan of that type of game. I'm also very much into sports games. Jimmy is into shoot-'em-ups, like Star Fox, Mario 64 and beat-'em-ups. Beat-'em-ups really don't do it for me, I really don't get any pleasure out of fantasising about beating the crap out of some kind of weird character called Idol or something! Whereas Goldeneye (as far as I'm concerned) is going to be a very special kind of game and a lot of fun. Mission Impossible is looking very promising. Also, it is great news that the EA Sports games are all going to be programmed for the N64.

Pete: Yeah, I must admit I'm big fan of American Football so the prospect of John Madden coming to the N64 is very exciting.

Alex: I must admit that Madden on PlayStation is a great game.

Pete: I play it a lot on the Saturn.

Alex: Yes, it's a wonderful game. Also the PGA series should be superb. It really is a major coup for Nintendo to have such a strong brand as EA Sports to sign up for the N64. Even though the St Andrews golf game was crap, it showed what a great deal of

difference the analogue pad can make on sports games. You get a much better degree of control on a golf swing or you can imagine how much easier it would be when playing as a Quarterback when you are passing the ball, either for a flea flicker pass or the long 50 yard bomb down the field. It should be a very exciting time over the next couple of years. The frightening thing is, if you look at Mario 64 and then take on board the fact that this was the first game for the system that only

utilises 60% of the N64's hardware. Try to imagine what the second generation or even the third generation of N64 games may be like, it's mind blowing! I know Rare are working on a project called 'Dreams' which is supposed to be absolutely phenomenal.

Jim: I think it was Howard Lincoln (President of NoA) who said that the difference between the first and second generation of N64 games will be as noticeable as the early SNES games compared to the later ones such as Donkey Kong Country.

Alex: And of course we have the 64DD to look forward to, which incidentally will definitely not be coming to the UK until the middle of next year.

Pete: Do you think that releasing the 64DD at the moment would just confuse the market?

Alex: Yes, that's true. I find it quite irritating when I am continually asked when

the 64DD will be released, I just want to say, "Hey, enjoy what you have in the here and now". I did an interview yesterday for Sky TV and they asked me where I thought the market would be in ten years time, but technology advances so quickly in this industry that you may as well gaze into a crystal ball and try to guess whether there will be a Nintendo 512 out.

Pete: If you would have told me five or six years ago about the quality of the games and the power of the hardware that is sat under my TV today I would have laughed at you. But here we are in 1997 playing games that I couldn't have even dreamed about a few years back, on a machine that costs under £150.

Alex: You're right and of course we are very pleased that we are now at a mass market price of under £150 and only £20 more than our competitor's console which is patently inferior to ours.

Pete: OK guys, last question. It's dream celebrity time. If you could choose anybody in the world, past or present, to work in PR for THE who would it be and why?

Alex: Hmm... I think Caprice the wonderbra woman. I would have a pretty easy time getting journalists' attention if she was promoting our most recent game and taking it out to be reviewed!

Jim: I think I would have to go for the cast of Friends, that way you could appeal to both sexes when you are marketing a new game. It would make a brilliant TV ad to get all of them around a TV with an N64 on the coffee table, playing the latest four player game.

Alex: Apparently Matt Le Blanc is over here at the moment doing some filming and he is a Nintendo fanatic, so perhaps that idea may not be out of the question!

Pete: All of that makes my Ian Wright choice look a bit unambitious! Thanks a lot for your time.



Stop, thief!



Thirsty work, this!

THE unofficial Nintendo 64 magazine for the EXTREME gamer

BACK ISSUES - CALL FOR AVAILABILITY!



Issue #1

Reviews to Turok Dinosaur Hunter, WaveRace 64, Shadows of the Empire, Mario Kart 64, Super Mario 64, Pilotwings 64 and Cruis'n USA. Guides to Super Mario 64 (Part 1), Shadows of the Empire and Pilotwings 64. Features on GT Interactive (Dream Team Focus) and Internet guide.



Issue #2

Reviews to FIFA 64, Blast Corps, Killer Instinct Gold, Wayne Gretzky's 3D Hockey, Mortal Kombat Trilogy, J-League Perfect Striker and NBA Hangtime. Guides to WaveRace 64, Turok Dinosaur Hunter (Part 1) and Super Mario 64 (Part 2). Features on Four Player Frenzy (Mario Kart 64 & FIFA 64) and Nintendo 64 hardware guide.



Issue #3

Reviews to Doom 64, Human Grand Prix, King of Pro Baseball, The Glory of St. Andrews, Doraemon and Mahjong Master. Guides to Blast Corps, Killer Instinct Gold and Turok Dinosaur Hunter (Part 2). Features on Konami (Dream Team Focus) and N64 accessories.

£4.95 per copy (including P&P)

SUBSCRIBE!

I would like to take advantage of this offer from Issue No: ☐

NAME _____

ADDRESS _____

POSTCODE _____ TEL NO _____

Ordering couldn't be easier - just send a cheque or postal order made payable to Quay Magazine Publishing, Quay House, The Quay, Poole, Dorset BH15 1HA.

**TO THE UK'S FINEST
NINTENDO 64
MAGAZINE
DON'T MISS OUT!
Save £1.00 per issue
and get it delivered
direct to your door.**

The Daily Stir

July 1997

Still only 10p Award winning rag



DUKE NUKEM SHOCK

BBFC SAY 'NO' TO NIGHT TRAP 2

Sega's planned release of Night Trap 2 - Desmond Sings, the sequel to Night Trap, has been shelved. The original, released in 1993, was the first game to be submitted to the British Board of Classification for certification, it received a 15 rating. Sega volunteered Night Trap for classification after Tory MP's called it "abhorrent rubbish" and pronounced that "the manufacturers are evil and should be punished". The Daily Mail also stated "the game involves the horrific murder of five semi-naked actresses".

The BBFC have said that the original was given a certificate of 15 because "It wasn't gruesome. It was more like an early episode of Dr Who. But the sequel, Night Trap 2 - Desmond Sings, has scenes where five semi-naked women are subjected to the torturous vocal tones of Des O'Connor - and this is just not acceptable. Semi-naked women, yes. Des O'Connor singing, no!".

Sega had planned to change the main character to Gary Barlow, but suddenly realised that this was even worse!



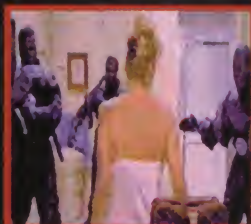
BOY SNORTS N64 UP NOSE

**Mother claims
that her son was
actually grinding
up his Nintendo
to sniff it**

EXCLUSIVE

A boy was rushed to St. Bowser's Hospital yesterday to have a Nintendo 64 console removed from his left nostril. His mother said that her son has been addicted to videogames for several years, and after banning him from playing the 'devil's toy' last week, he experienced cramps, sickness and delusions - very similar to 'cold turkey'.

SEE PAGE 2



Snorter!

continued from page 1

Dr Oiram, a spokesman for the hospital, has dismissed claims by the mother that the unnamed boy was actually cutting up his Nintendo and sniffing it up his nose to get a 'fix'. He said, "she has over-reacted and has been reading too many exaggerated news stories". Dr Oiram continued, "videogames are addictive but so are soap operas, board games, football, and many other day to day activities that people enjoy. A 'real' addiction is a compulsive need for and use of a habit forming substance such as heroin, nicotine, or alcohol. Videogames do provide a temporary escape from the problems of the real world, and many people do need a daily break from life's routine". He also added, "I would rather my ten year old son had an addiction to videogames than heroin".

A social worker, assigned to the case, has commented that the relationship between the boy and mother over the past few years has been very tense, "it seems that the mother has blamed the family differences on the young boy constantly playing these games, but she should really ask herself why did the boy start playing them in the first place - maybe a lack of attention or low self esteem, or maybe the boy simply enjoys them. It's a hobby, very similar to a fisherman spending all day sitting on the riverbank".

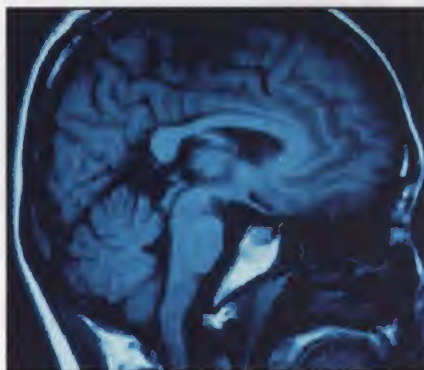
BRIGHT SIDE

The doctor who actually removed the N64 from the nostril, commented that the boy was a very stable young man, and that getting the console stuck up his nose was just a 'freak accident'. He also remarked that he was very pleased that the boy had been admitted to the hospital, "I've been stuck on one of the later levels of Doom 64 for quite a while now, but luckily boy 'X' had completed the game before his mum had banned him from playing. So he was able to give me some great tips on how to complete the level and the game". ■

EXCLUSIVE: MY TORMENT

EPILEPTIC TEENAGE GIRL TAKES PARENTS TO COURT OVER VIDEOGAMES BAN

Yesterday saw Dr Igiul give evidence on the connection of epilepsy and videogames in the trial of Lara Cruft Vs Mr & Mrs P. Cruft. The jury heard Dr Igiul state that more than 350,000 people in the UK have active epilepsy, with only maybe 150 (0.5%) of them a year having fits from playing videogames. This was a turning point in the trial as he continued to say that this is the same percentage of people who have fits triggered by simply watching television - Lara's parents do not stop her watching telly! He also stated that people who are prone to TV flicker, in extreme cases, can have fits triggered by everyday striped patterns like

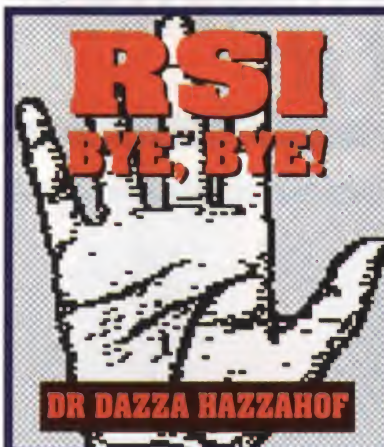


venetian blinds and escalators. He concluded his evidence by declaring that out of the 0.5% of epileptics that have fits while playing videogames, only a very small amount have a full 'grand mal' seizure.

The jury also hear a statement from a Dr Sarah Byrant on the preventative steps that can be taken to decrease the likelihood. She said, "Lara can reduce the risk of having a fit while playing videogames by sitting about 10ft away from the screen and wearing sunglasses. Also, buying a special 100Hz TV to play the games on will help". She finished by saying, "Lara and her parents could come to an agreement that she only played her videogames for a maximum of one to two hours a day".

VERDICT

The case will probably come to a close today, with the jury almost certainly siding with Lara after today's evidence. ■



Do you play videogames non-stop for two days?

Do you experience tightness, discomfort, stiffness, or pain in the hands, wrists, fingers, forearms, or elbows?

Do you experience tingling, coldness, or numbness in the hands?

Clumsiness or loss of strength and co-ordination in the hands?

Pain that wakes you up at night?

Feeling a need to massage your hands, wrists, and arms?

How Do I Prevent It?

Correct playing technique and posture. The right equipment set-up. When you stop playing for a while, rest your hands in your lap. Take lots of breaks to stretch and relax. Keep your arms and hands warm. Cold muscles and tendons are at much greater risk for overuse injuries. Pain is your body yelling that it's in big trouble, but learning what is comfortable or awkward for your body before you're in pain may prevent injury.

BABE OF THE DAY



Sweet As Candy!

Candy, our babe of the day comes from Arm Stone City, and is definitely the sweetest page 3 girl we've had for a long time. She is a fashion designer with an attitude, and what an attitude it is! And at a mere sixteen years of age, we predict a long and promising career ahead of her.

Duke tries to ditch his hard man image!

"GAMERS SHOULDN'T BUY THEIR STUFF"

The hardest man in videogame history has shocked the world by stating that he is hanging up his gun to pursue a more acceptable acting career. This comes after Nintendo told the president of 3D Realms, George Broussard, that they will not be able to release Duke Nukem with the strippers left in. This angered Broussard, he has since said, "If they flat out force us to take out the strippers from the game, then everyone else in the world is going to know that we're totally against Nintendo and

gamers shouldn't buy their stuff. At least then everyone will have their opinions heard. You know, it's like OK, Duke sucks, and here's why, it's Nintendo's fault".

But even with Broussard's support, Duke is adamant to prove that he is not just a dumb blonde with a gun. He has already landed the part of John Smith in Pocahontas - Running Beaver Returns. Disney has said that they are very happy with his work so far, "on the first day of filming he shot dead the racoon, but luckily this was only a stunt double. Things have gone very smoothly since".

His cameo in 'Cheers' has also impressed fans. One said, "when he sang 'where everybody knows your name, if you move I'll blow your

f**king head off', I was touched. He's a natural".

His music career is also doing well. 'A Hard Duke's Night' has topped the charts for several weeks now, with his efforts being rewarded earlier in the week with an MTV award. Well done Duke, you're not just an 'ard b*****d!



EXCLUSIVE PHOTOGRAPHS



She tells the truth!



Dazzarina

The Videogame Agony Aunt

Dear Dazzarina, I am concerned that my thirteen year old son has become increasingly violent since I purchased a Nintendo 64 for his birthday. He has bought himself a copy of Killer Instinct and Mortal Kombat Trilogy, and he and his two best friends play these fighting games until the early hours of the morning. They have also begun to smoke and drink alcohol! I've enclosed a picture of the three for you and your readers to see the effect that a videogame console has had on, at one time, three lovely young boys.

■ **DAZZARINE SAYS:** There is no medical evidence that states that videogames cause any psychological harm. Dr Jeanne Funk published a study in the journal, Clinical Paediatrics, on young American students and their preferred videogames. This stated that 49% of 7th and 8th grade pupils preferred games involving human or fantasy violence, and 29% preferred sports games (which

often had violent content). Only 2% preferred educational games. Violent games are popular, but so are violent movies, violent TV programmes, even news broadcasts contains violence. But this doesn't mean we live in a world of potential serial killers. Dr Steven Silvern was quoted in a US News & World report as saying,



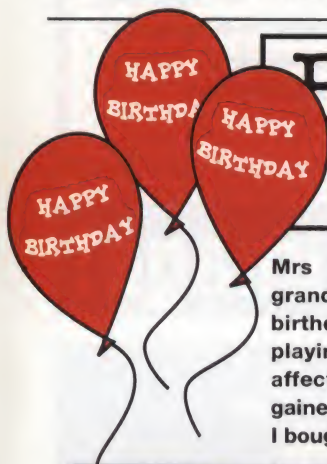
"After playing videogames, children don't necessarily feel angry; they feel aroused". Concentrating on a game, especially at a crucial point, builds up adrenaline - very similar to watching a stimulating film. So physical activity

after playing can be anticipated, but not necessarily violence.

Parents forget that before videogames, children would run around with sticks in their hands playing cowboys and Indians, war, and cops and robbers - all very violent!

Society has bred a generation of children, desensitised to violence. But you can't just blame the death moves from Mortal Kombat, Instinct Instinct, and many other games featuring death. Children would still be desensitised without videogames, due to TV itself. It is common knowledge that children will see hundreds of deaths or dead people on TV before the age of ten.

I personally feel that your son and his friends have only reached that age where they want to experience new things. Every kid tries smoking and drinking, this doesn't mean that they will turn into alcoholic, cancer victims. Everybody has to grow up, simply be there for your son when he needs you! Blaming videogames is the easy way out!



BIRTHDAY CORNER

Mrs Lee would like to wish her two twin grandsons, Bruce and Jerry, a very happy birthday. She also added, "they have been playing videogames for years and it hasn't affected them at all. In fact, they seem to have gained more respect in the neighbourhood since I bought them a Nintendo console".



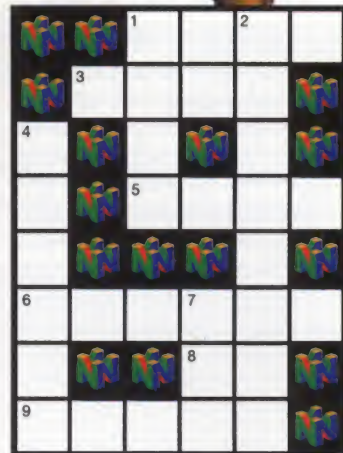
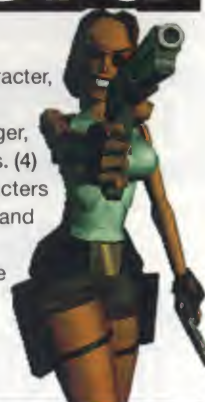
BloodWord

ACROSS

- Name the company that created the big breasted character, Lara Croft, to improve sales of Tomb Raider. (4)
- What is the royal title given to the futuristic gunslinger, whose strippers in the N64 version will be wearing T-shirts. (4)
- Name the PlayStation and Saturn game whose characters carried huge weapons, but also wore women's nighties and bras. (6)
- Sega's Virtual- __, the game that depicts robots of the future kickin' the crap out of each other. (2)
- ____ Trap. The first game to be given a classification. (5)

DOWN

- ____ the World, appeared on the Atari and pronounced that you could remedy the world's problems easily with violence. (4)
- & 5 (across). Which PlayStation game hit the headlines when a bath full of blood was used to advertise the game. (8,4)
- Amiga's ____ Angel, caused a stir as it depicted Lucifer's expulsion from Heaven. (6)
- This is what Homer yelled when Bart beat him at video boxing. A game in which the winner punched the head off of the loser! (3)



THE most comprehensive games guide magazine

64 solutions

warning:
the following 24 pages
contain crucial
information that will
change the way you play

DOOM 64

YOU NEED NEVER BE AFRAID OF THE
DARK AGAIN!

BLAST CORPS

THE FINAL PART - DID THE EARTH
MOVE FOR YOU DARLING?

HIDDEN EXTRAS

OUR UPDATED INDEX OF A TO Z
CHEATING MATERIAL



Dedicated player's guides in every issue

DOOM 64

KEY

Do you really think you've got what it takes to find the weapons and items, all the secret areas and complete the 32 levels without defeat? Don't worry, this first part to the fully mapped guide will put you straight.

WEAPONS



AMMO



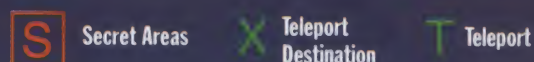
KEYS



POWER-UPS



MISCELLANEOUS



Note: All the icons that appear on the maps have been taken from the 'Be Gentle' skill setting and may only appear once a switch has been activated, an enemy's killed or a certain task completed.

**LEVEL
1**

STAGING AREA Level 1

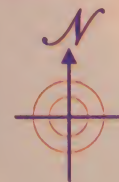
Secret teleporter to level 32: Hectic

Secret Areas - 3

To access the teleporter, you must destroy all the barrels in this first level, except the one to the right of the start. Now return to the start area and destroy the last barrel, then head through the door behind and the teleporter will be waiting for you. You must access level 32 to gain 100% secrets.



B = Barrels



1. The floor switch here will expose the two medkits.

2. You'll need to run across this gap to reach the wall switch that'll reveal the chainsaw.

3. This teleporter will take you back to the start area but can only be used once.

4. Run across this gap to reach the wall switch that'll lower the pillar in the corner, exposing the barrel, teleporter and the supercharge in the secret area.



6. Using this wall switch will open the door behind but will also lower the pillars further along the corridor, blocking any escape from the baddies released.



7. This is where the secret teleporter will appear, but only for a short time.

5. Stand on the floor here to reach the barrel and health bonuses below.



LEVEL 2

THE TERRAFORMER Level 2

Secret Areas - 2



1. This wall switch will expose the armour and open the two doors on the outer walls of the chamber.

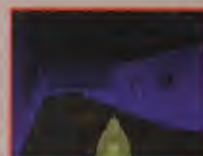


2. Collecting this chaingun will lower the walls on either side, revealing some rather nasty creatures.

3. Activating this switch will move the blue keycard around the room to one of the pillars.



4. One of these four switches will lower the blue keycard, but it varies depending on which pillar the key is on.



5. Stand below the ceiling lights in this passage to avoid the crushing pillars from above.

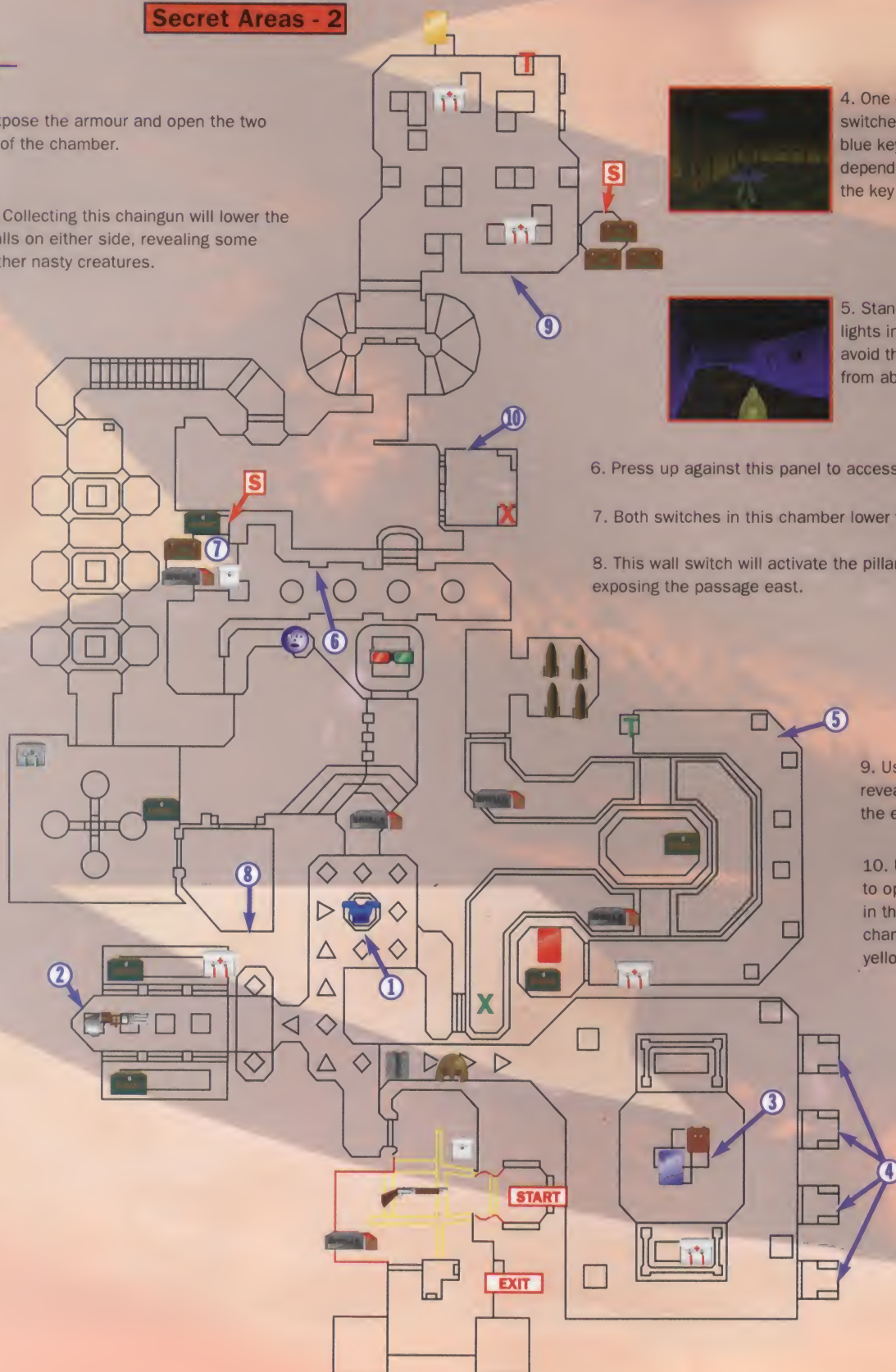
6. Press up against this panel to access the secret area.

7. Both switches in this chamber lower the centre floor.

8. This wall switch will activate the pillars in the next room exposing the passage east.

9. Use this switch to reveal the teleporter on the east wall.

10. Use the wall switch to open the secret area in the previous chamber and lower the yellow keycard.



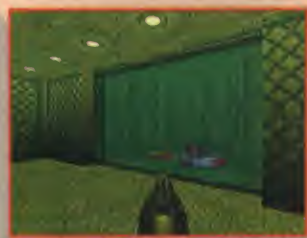
**LEVEL
3**

MAIN ENGINEERING

Level 3



1. Use this wall switch to lower the side walls.



2. Press against this panel to open the secret area on the opposite wall.

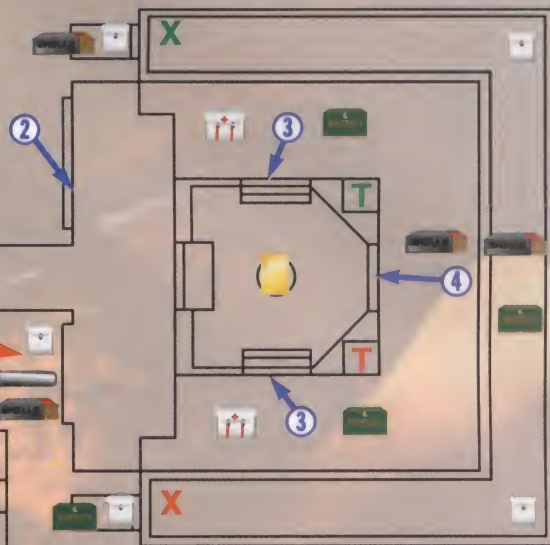


3. Press the two switches behind these panels to expose the two corner teleporters.

4. Use this switch to open the room in the centre then drop down and use the lift around the other side to reach the yellow keycard.



Secret Areas - 5



5. Walk through these false walls to access the secret areas and the hidden power-ups.

6. This rocket launcher will only appear once you've opened the blue door.

7. Once you've activated this switch, the red keycard will appear in the centre of the previous chamber.

8. Use this switch once you've collected the red keycard to expose the boxes of rockets in the small end room.



9. There's a floor switch in this room that'll open the secret area in the corner, but you'll have to be quick.

10. Press this panel to open the secret area behind you.

LEVEL 4

HOLDING AREA Level 4

Secret Areas - 3



1. Before using the wall switch to lower the lift, press against the wall behind you to reach the berserk pack.

2. Using this wall switch will make a Spectre appear. You've been warned.

3. More nasties will appear when this wall switch is activated.



4. Shooting the switch in the centre will allow you to collect the chaingun.



5. Press against this wall here to open the secret areas on the south wall.

6. Starting from the left, press the four switches in this order: 3, 1, 2 and 4. Now use the teleporter then run across the pillars to the secret area on the opposite wall.



7. The exit in this secret area will take you to level 29, Outpost Omega.

LEVEL
5

TECH CENTER

level 5



1. Push against this wall to expose the secret area that leads to the armour.

2. Remove this block to reveal the wall switch that'll temporarily lower the corner block. Using the corner block, you'll be able to collect the items sat on the other blocks in the room.

3. This wall switch will open the door in the south west passage near the start.

4. Use this switch to lower the pillar that the yellow keycard is sat on.

5. Use this switch to lower the pillars in the room to the south of the start area.



6. Stand on this section of floor and shoot at the vent on the south east wall. When the platform lifts up, turn and shoot the vent on the south west wall, this'll temporarily remove the bars blocking the Supercharge in the secret area.

Secret Areas - 2

7. Tread carefully along this passage, otherwise the blocks in the ceiling will crush you.

8. Using this switch will allow you to collect the red keycard.

9. Use this switch to activate the teleporter then quickly run over to it and step on.

10. When you're ready, use the teleporter to exit the level.



**LEVEL
6**

ALPHA QUADRANT Level 6

Secret Areas - 2



1. There's a switch in the floor here that'll open the secret area on the outer north wall.

2. Once inside the secret area, destroy the Lost Souls then run at the wall and across to the Megasphere.



3. Once you've used the yellow keycard, you'll need to use this switch to remove the centre block from the ceiling.

4. You'll need to stand on this pillar and wait for it to rise up before running across onto one of the ledges.

5. Clear the area of enemies then run across the top of the pillars to the opposite wall switch, it'll expose the blue keycard and armour.

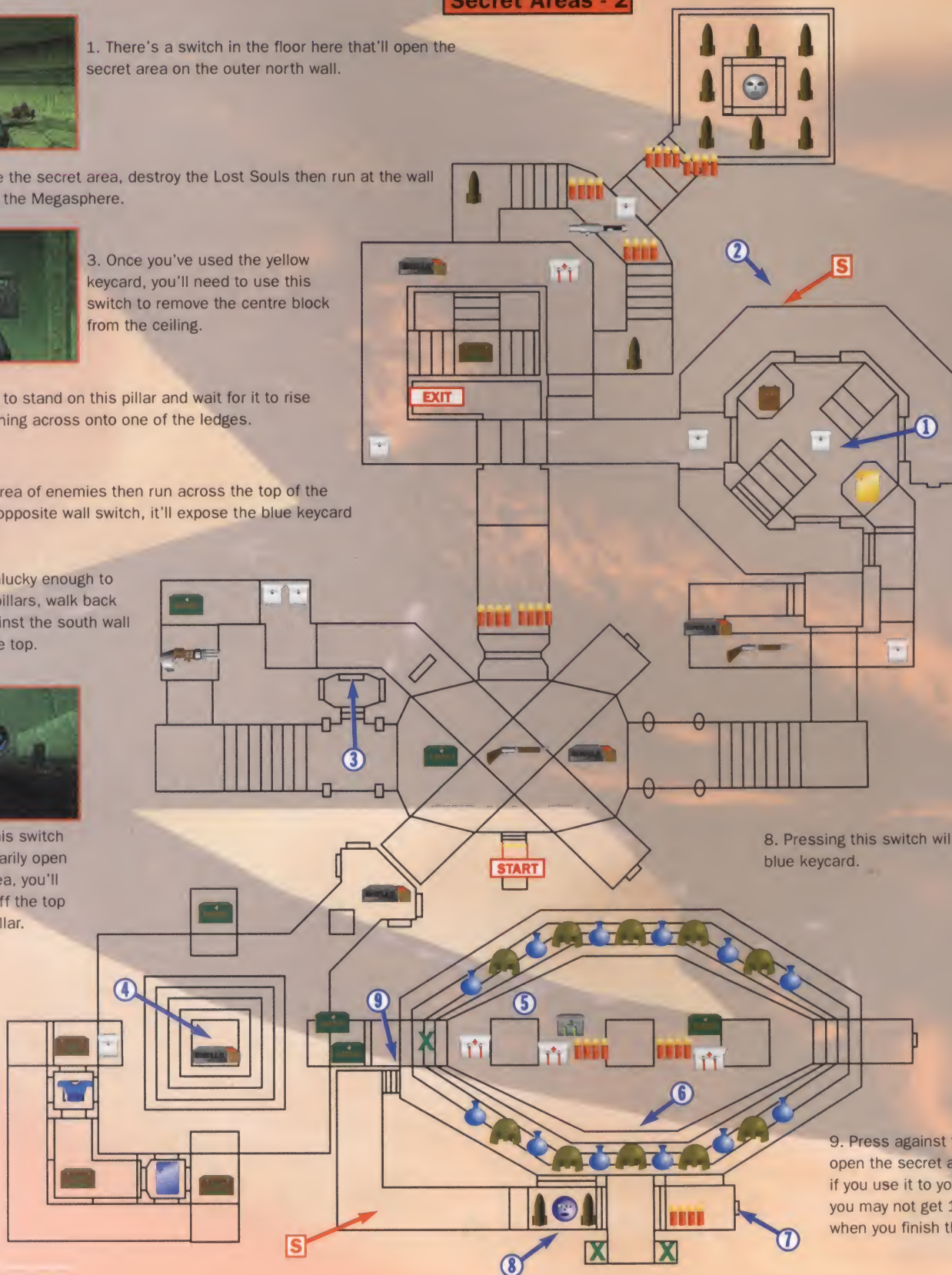
6. If you're unlucky enough to fall from the pillars, walk back and forth against the south wall to climb to the top.



7. To reach this switch that'll temporarily open the secret area, you'll need to run off the top of the third pillar.

8. Pressing this switch will expose the blue keycard.

9. Press against the wall here to open the secret area below but if you use it to your advantage, you may not get 100% secrets when you finish the level.



LEVEL
7

RESEARCH LAB

Level 7



Secret Areas - 5



1. Enter this room and destroy the caged creatures then enter the secret area and collect the rockets and launcher from inside the cages.

2. This switch will raise the bridge, allowing you to collect the blue keycard and enter the secret area.



3. Using the lump in the room, climb onto the narrow ledge then walk around to the right and the secret area.

4. This switch activates the bars blocking the armour.

5. Using this switch will remove the pillars that are blocking the yellow keycard.

6. Use this switch to gain access to the red keycard.



7. You can use the red keycard at either of these points to raise the bridge across to the level exit.



LEVEL 8

FINAL OUTPOST Level 8

Secret Areas - 2



1. Stand below the unlit light to lower the lift in the corner.

2. Use this wall switch to unblock the passage.

3. Collecting the shotgun will expose the teleporter.



4. After using the teleporter, you'll have to run off the top of the pillar to reach the blue keycard.

5. There's a floor switch here that'll lower the teleporter pillar.

6. You must destroy all creatures in this area to gain access to the corner switch.

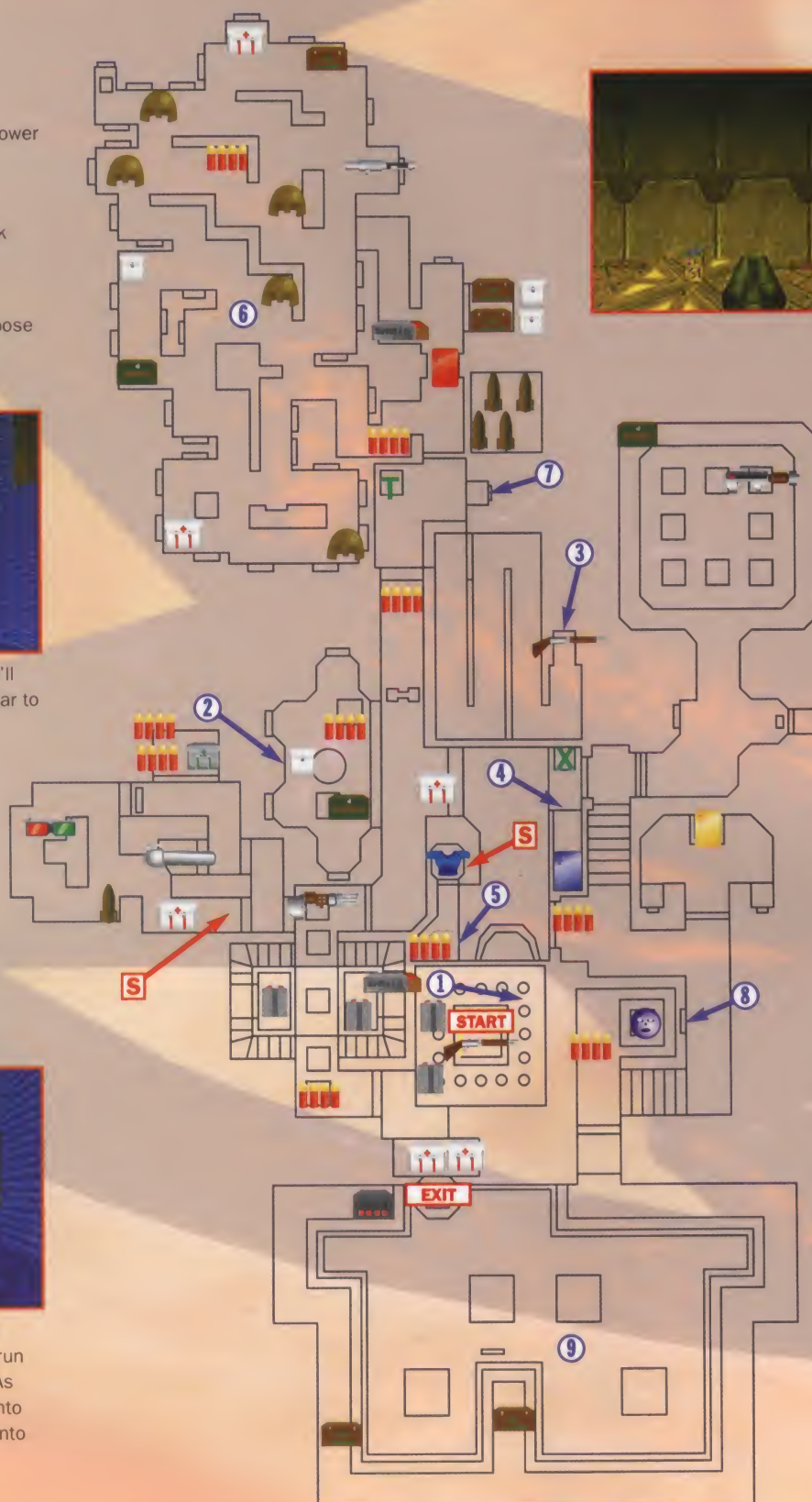


7. Once you've collected the red keycard, press this switch then run backwards onto the teleporter. As soon as you arrive, jump down into the water then run across and onto the pillar before it rises up.



8. Pressing this panel will lower the yellow keycard in the end room.

9. Killing all the Imps and Hell Knights in this chamber will create the bridge across to the end of level teleporter.

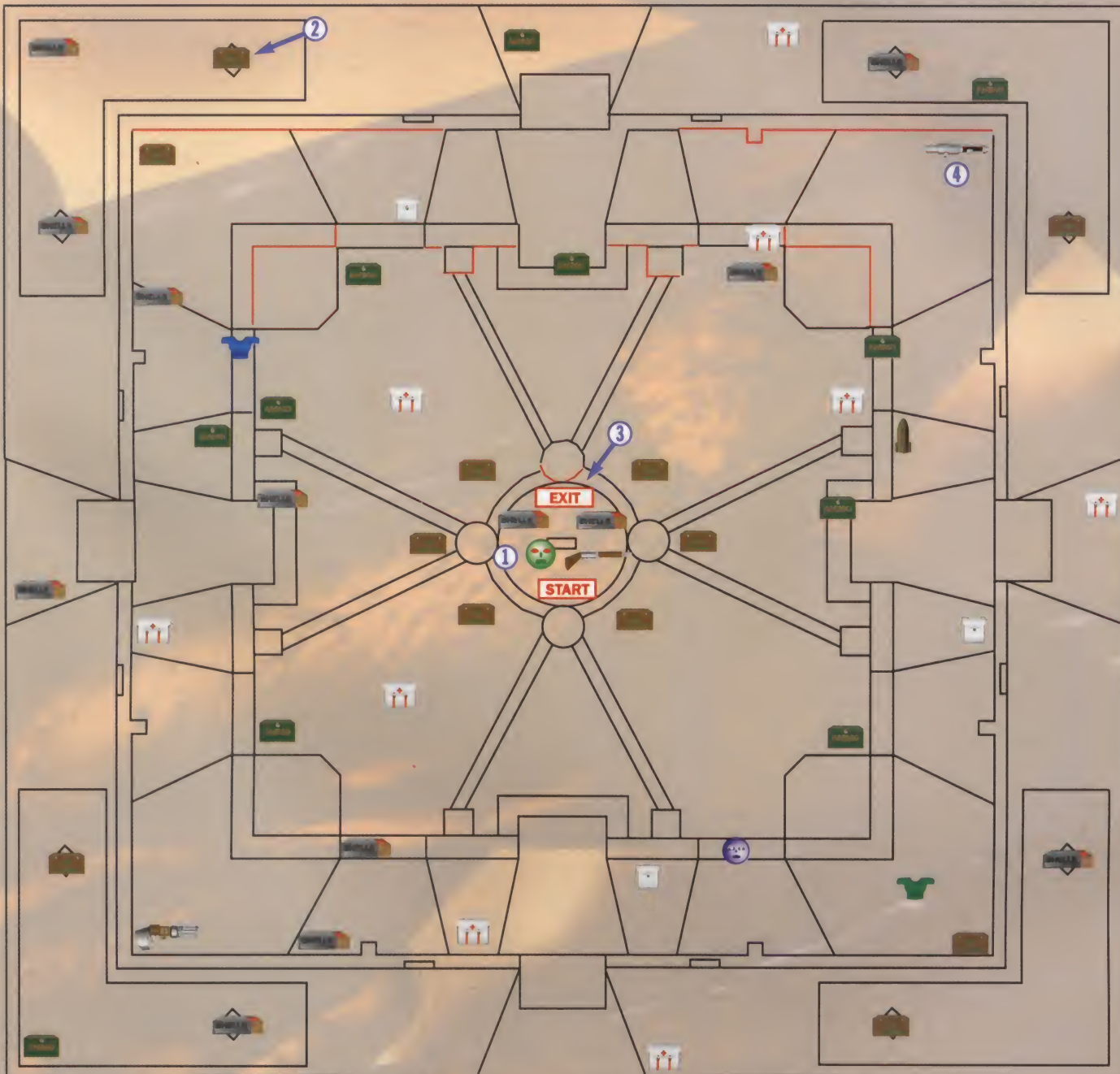


LEVEL
9

EVEN SIMPLER

Level 9

Secret Areas - 0



1. Once you've hit the switch and risen into the arena you must destroy

the Mancubus* before you can gain access to the outer chamber, use the pillars to shelter from their missiles.



2. Standing on any of these small pillars will trigger the faces in the corners who'll

spit arrow down the corridor.



3. Only when all the enemies in this level have been killed will the level

exit appear.



4. Before using the level exit, be sure to collect all weapons, ammo and

power ups, you're gonna need them.

Secret Areas - 4



A diagram of a traditional Chinese kitchen layout. It features a central island with a large yellow pot on a stove. To the left, there are two arched alcoves, each containing a stove with three red candles. A red box with the letter 'S' points to the left stove. A blue arrow labeled '5' points to the left stove. To the right, there is a large yellow pot on a stove. A blue arrow labeled '6' points to this pot. Below the central island, there are two long, narrow sinks or basins, each containing several blue vases. The entire kitchen is enclosed by a wall with various openings and alcoves.



8. This switch will create the level exit back at the start area.

TERROR CORE

Level 11



2. You must clear the outside area of all enemies before you can access these switches. The switch on the left will make the blue keycard appear, the switch on the right will allow exposure to the berserk pack and shotgun.

Secret Areas - 4



3. Opening this door will temporarily open the secret area containing the rocket behind your launcher, but you'll have to run.



4. To access the secret area near the teleporter you must run from this ledge across to the switch.



5. To enter this secret area that leads to the Armour, stand on the outer ledge at the top of the stairs, this will open the alcove further along the ledge, then run down to it and enter. Now use a run up to get across to the ke your way back to the entrance.

6. There's a floor switch outside this door that'll lower the teleporter inside. The teleporter will take you to the level exit.

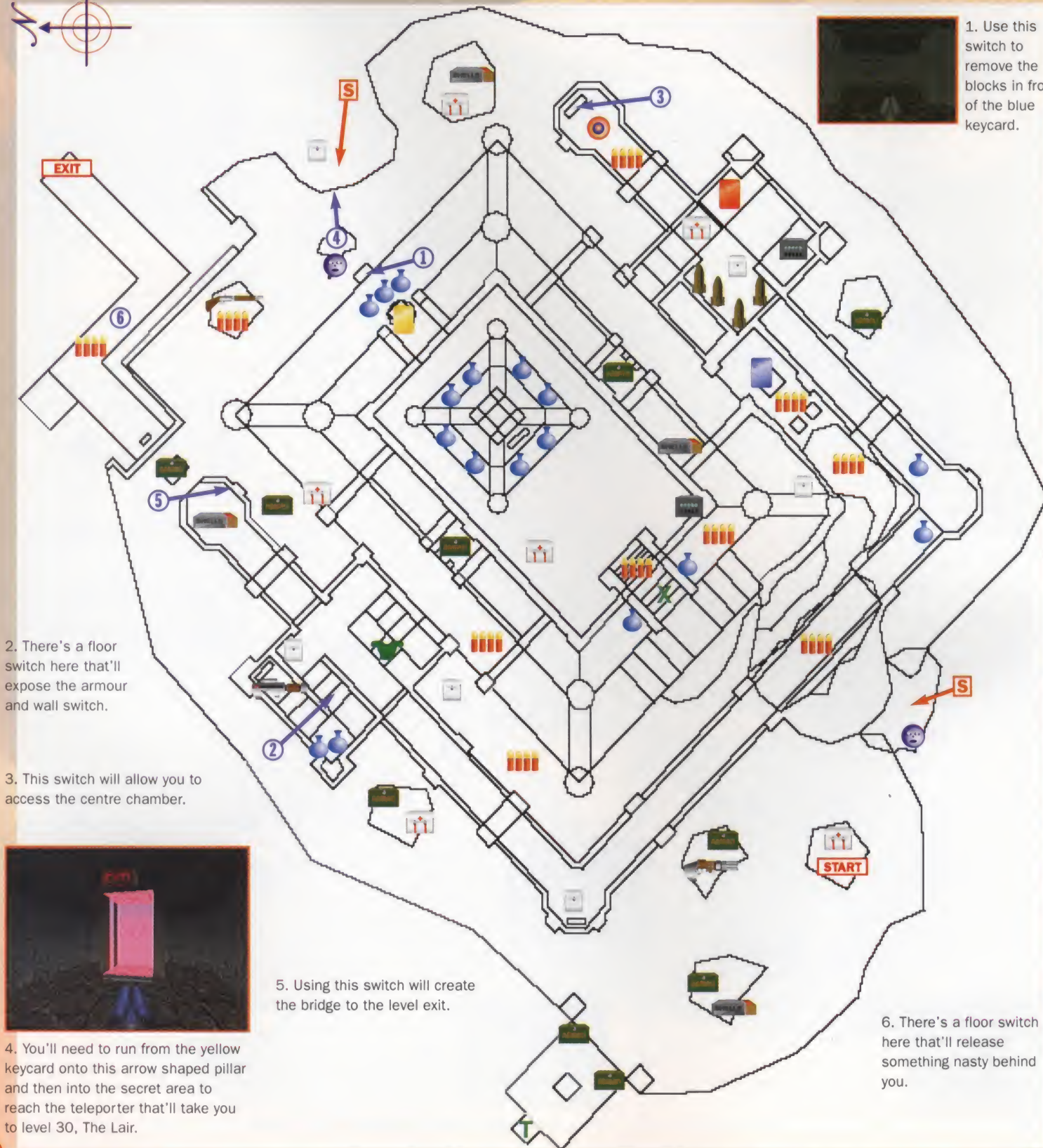
**LEVEL
12**

ALTAR OF PAIN Level 12

Secret Areas - 2



1. Use this switch to remove the blocks in front of the blue keycard.



2. There's a floor switch here that'll expose the armour and wall switch.

3. This switch will allow you to access the centre chamber.



4. You'll need to run from the yellow keycard onto this arrow shaped pillar and then into the secret area to reach the teleporter that'll take you to level 30, The Lair.

5. Using this switch will create the bridge to the level exit.

6. There's a floor switch here that'll release something nasty behind you.

LEVEL 13

DARK CITADEL

Level 13

Secret Areas - 2



happy action.

1. Collecting this shotgun will put you face to face with a Baron of Hell, be prepared for some trigger

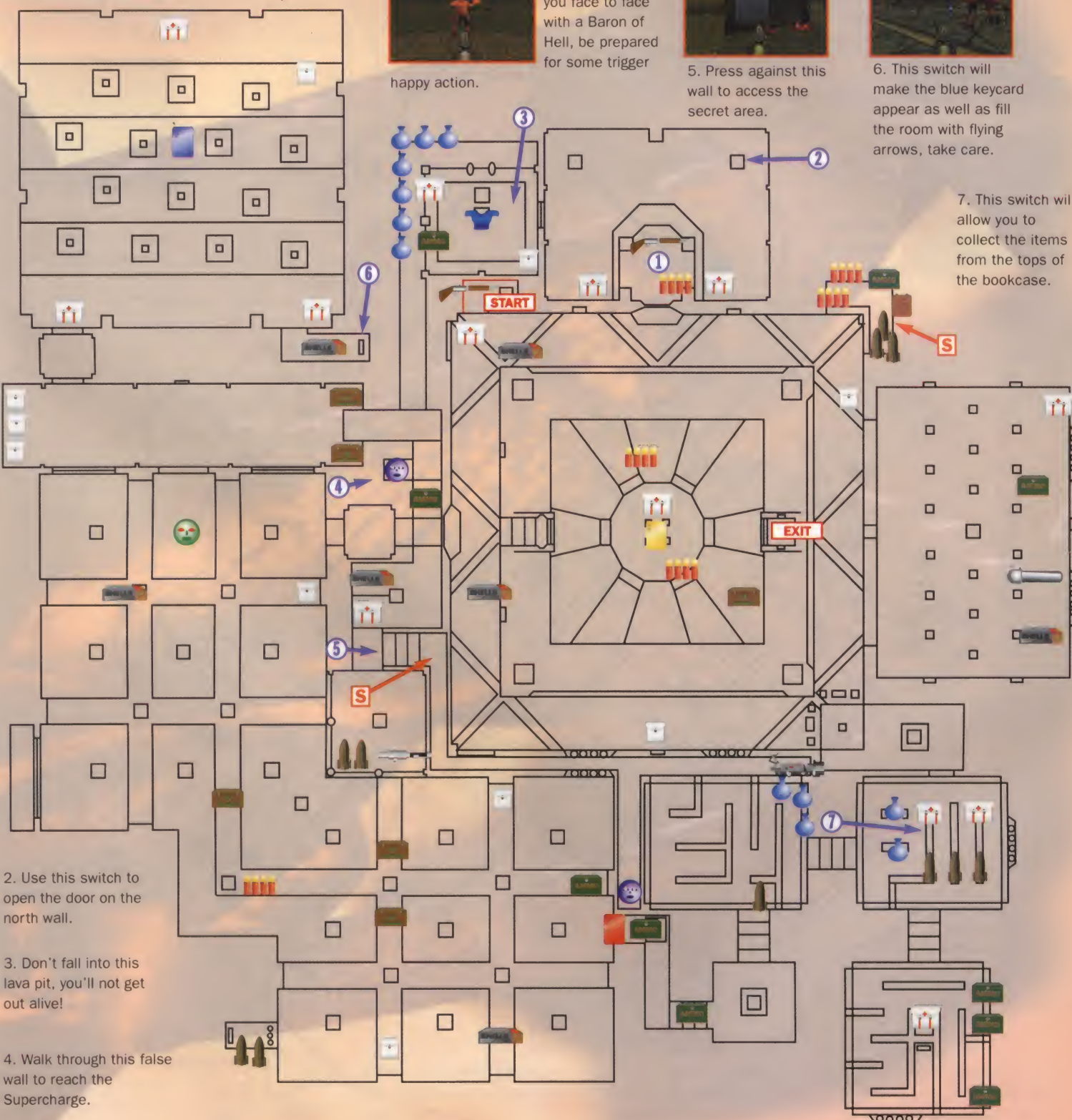


5. Press against this wall to access the secret area.



6. This switch will make the blue keycard appear as well as fill the room with flying arrows, take care.

7. This switch will allow you to collect the items from the tops of the bookcase.



2. Use this switch to open the door on the north wall.

3. Don't fall into this lava pit, you'll not get out alive!

4. Walk through this false wall to reach the Supercharge.

LEVEL 14

EYE OF THE STORM Level 14

Secret Areas - 1



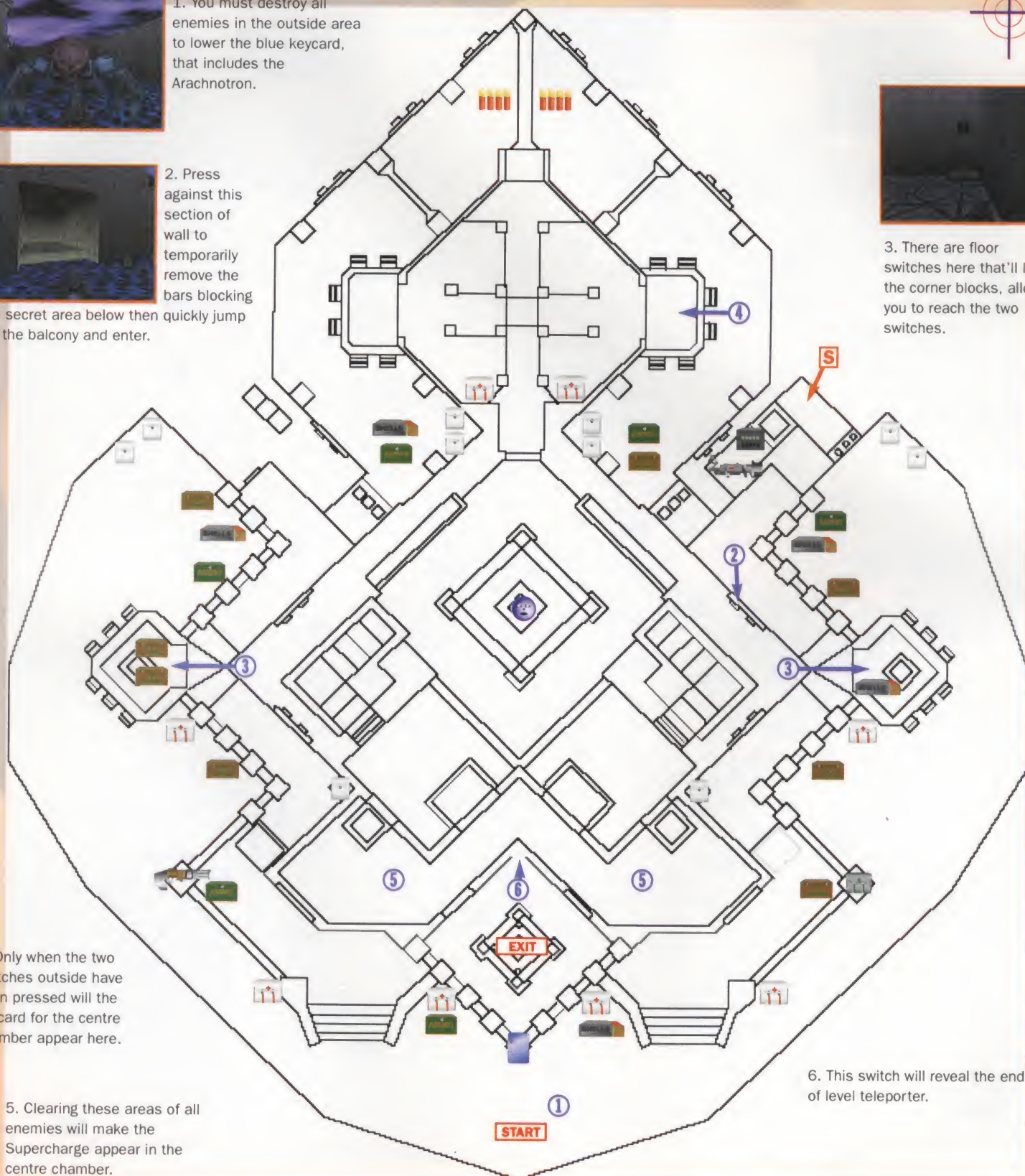
1. You must destroy all enemies in the outside area to lower the blue keycard, that includes the Arachnotron.



2. Press against this section of wall to temporarily remove the bars blocking the secret area below then quickly jump off the balcony and enter.



3. There are floor switches here that'll lower the corner blocks, allowing you to reach the two switches.



4. Only when the two switches outside have been pressed will the keycard for the centre chamber appear here.

5. Clearing these areas of all enemies will make the Supercharge appear in the centre chamber.

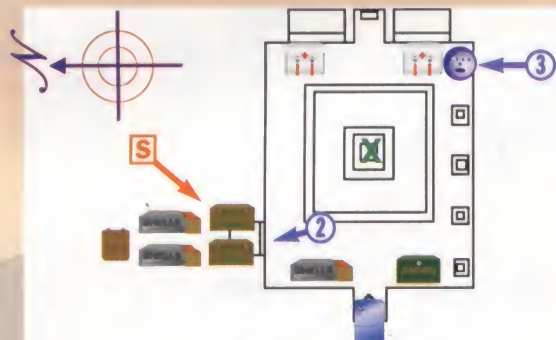
6. This switch will reveal the end of level teleporter.

LEVEL
15

DARK ENTRIES

Level 15

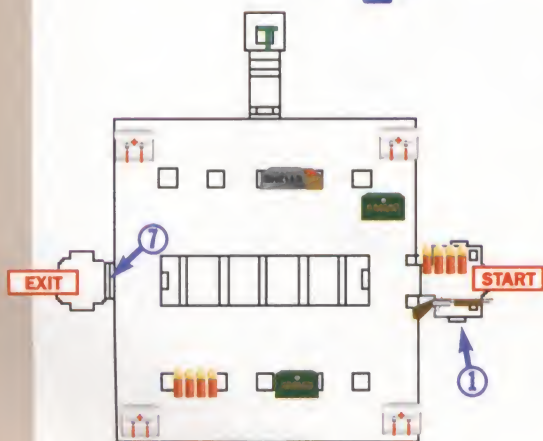
Secret Areas - 1



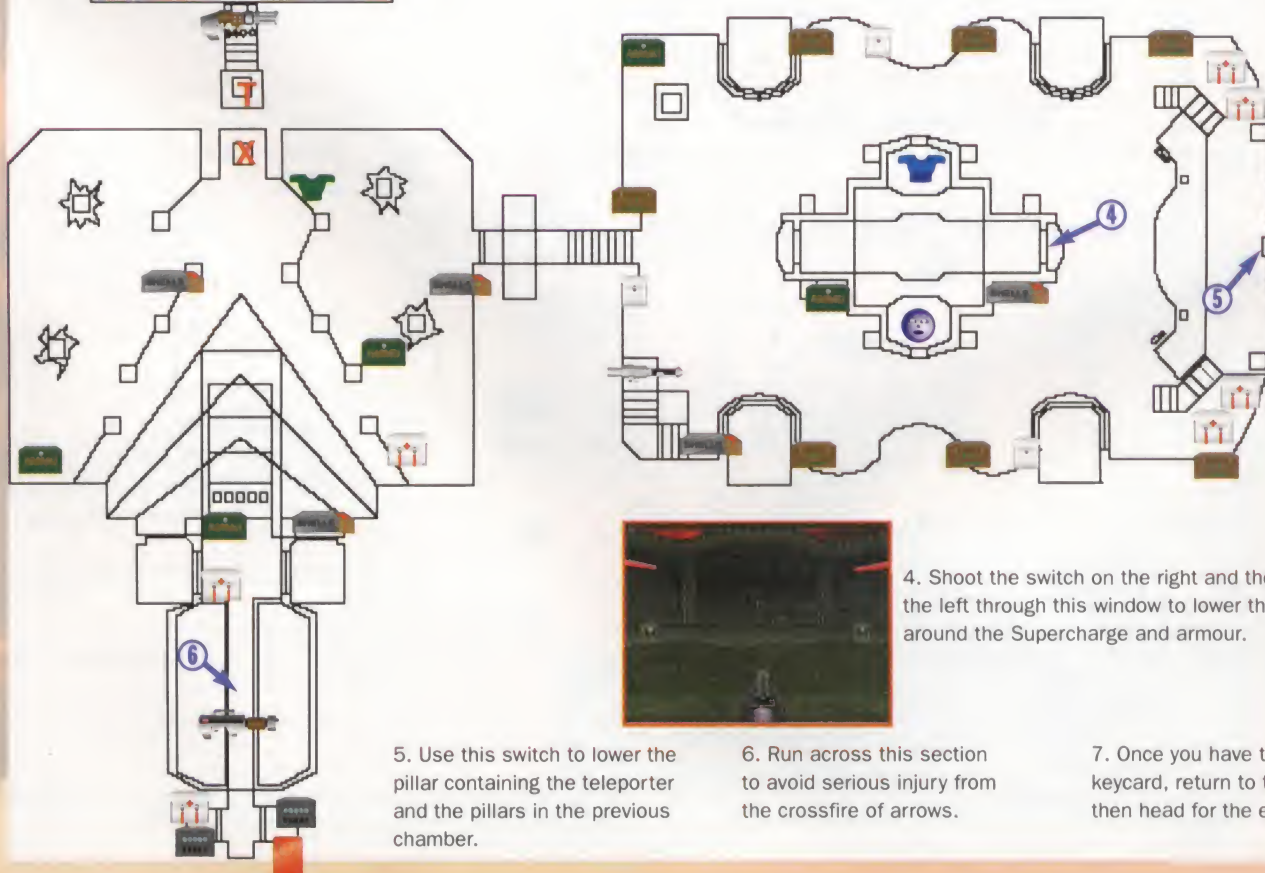
1. Pressing against the faces on either side at the start will make another shotgun and some shells appear.



2. Press against this wall to expose the secret area containing ammo.



3. You must collect the Supercharge to access the blue keycard.



4. Shoot the switch on the right and then the one on the left through this window to lower the platforms around the Supercharge and armour.

5. Use this switch to lower the pillar containing the teleporter and the pillars in the previous chamber.

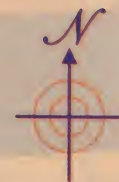
6. Run across this section to avoid serious injury from the crossfire of arrows.

7. Once you have the red keycard, return to the teleporter then head for the exit.

LEVEL 16

BLOOD KEEP

Level 16



Secret Areas - 1



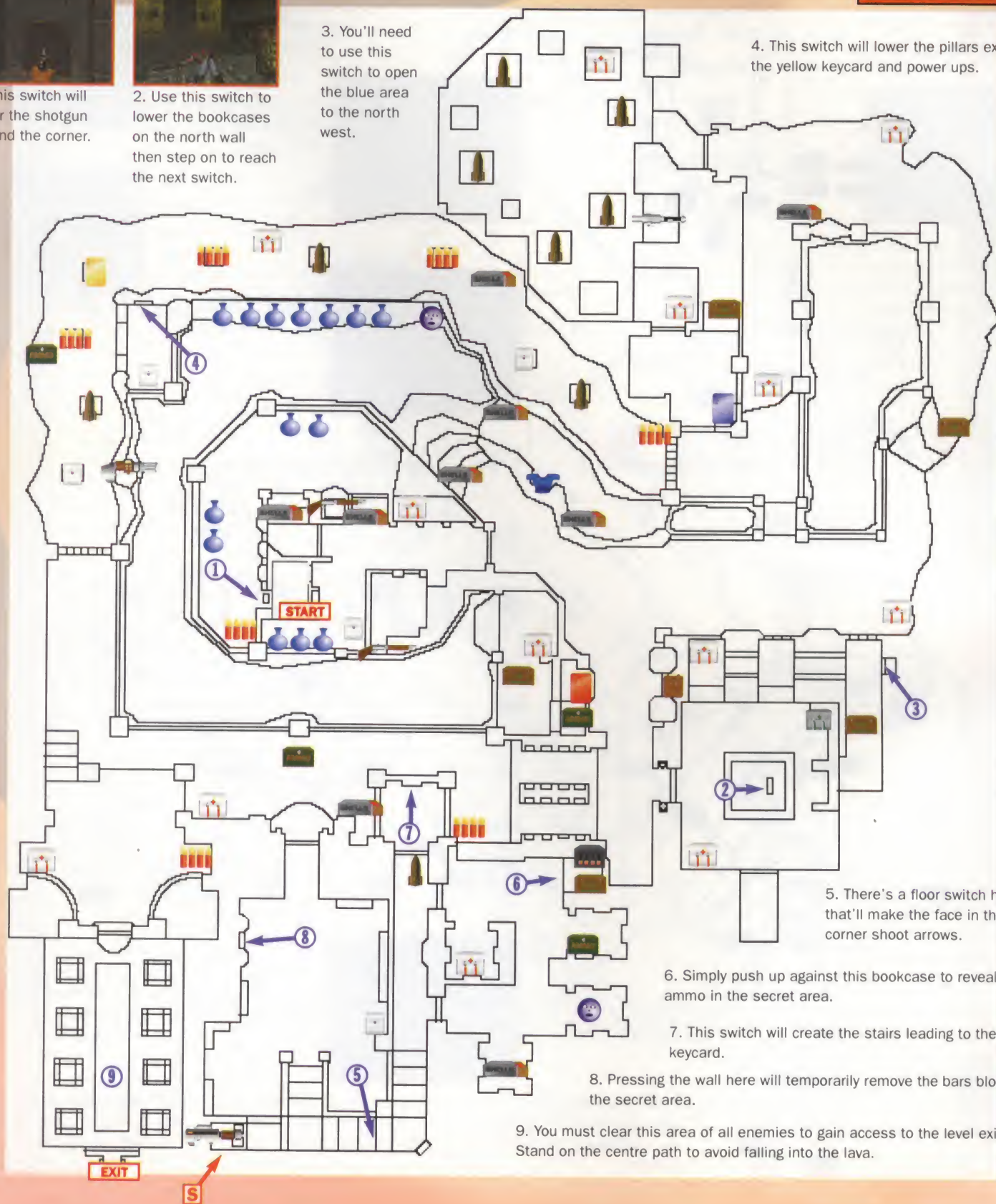
1. This switch will lower the shotgun around the corner.



2. Use this switch to lower the bookcases on the north wall then step on to reach the next switch.

3. You'll need to use this switch to open the blue area to the north west.

4. This switch will lower the pillars exposing the yellow keycard and power ups.



5. There's a floor switch here that'll make the face in the corner shoot arrows.

6. Simply push up against this bookcase to reveal the ammo in the secret area.

7. This switch will create the stairs leading to the yellow keycard.

8. Pressing the wall here will temporarily remove the bars blocking the secret area.

9. You must clear this area of all enemies to gain access to the level exit. Stand on the centre path to avoid falling into the lava.

BLAST CORPS

Destruction, demolition, chaos, havoc and even more destruction in this final part of the complete guide to Blast Corps.

Level:
Main
(Medium)
Radars:
None

CROMLECH COURT

Use the Cyclone Suit to clear a path for the carrier then take the rest of the town apart, remember to avoid hitting the carrier. Now activate all the RDU's, there's a car park full of them near the start. Then once the level is complete, make your way over to the

Blast Corps rig and climb in.



Level:
Main
(Medium)
Radars:
Two

ECHO MARCHES

Destroy the buildings in the immediate path of the carrier then follow the train track over the hill to the train. Climb into the train and drive it through the tunnel to the ramp then climb into the Racecar and drive

back across the hill to J-Bomb, this will allow the carrier to cross the track in safety. Using J-Bomb, clear the next set of buildings then fly across the hill and down stream to the barge. Land on the barge and drive the Racecar off, then climb into the barge and head up stream to the dock. Once you've docked, use J-Bomb to clear the last section of the path then continue to flatten all remaining buildings. Find and activate all RDU's, there's a group of them down stream, then activate the two radars. The first radar is located inside the oil drum where you found the barge, the second is at the top of the pillar that is to the right of the Blast Corps rig.



Level:
Bonus
Radars:
None

MORaine CHASE

In order to get a gold recommendation for this level you're going to need to use red Racecar, it may not be fast but it won't slow down on the grass when using the shortcut. From the start,

turn left after the third wall and head across the grass to the next section of track then turn left again and continue across the grass and back onto the track.



Level:
Bonus
Radars:
None

MICA PARK

Using a close-in view, ride in between the buildings then ride around in a circle whilst blasting away with Ballista's missiles, this'll create maximum damage. Remember to collect the missiles from the crates before you run out.



Level:
Main (Hard)
Radars:
None

ANGLE CITY

Head straight for the buildings indicated by the arrows and begin demolition before the carrier arrives. Use the rocks to flatten the larger buildings as you near the Blast Corps rig and avoid driving on the grass as it'll slow you down and stop Backlash from sliding. Once the path has been cleared, destroy the remaining buildings and free the survivors, then activate all RDU's.



EMBER HAMLET

Level:
Main (Hard)
Radars:
None

Using Ballista's missiles, destroy the white building at the start to uncover the Cyclone Suit. Climb into the suit and quickly clear the path for the carrier then continue to destroy all remaining buildings. Now use Ballista to find and activate all the RDU's then head for the Blast Corps rig and climb in.



GLORY CROSSING

Level:
Main (Hard)
Radars:
None
Scientist#5

Quickly head across the bridge and begin to clear the way for the carrier, remember to stay off the grass as it'll slow you down and to use the rocks for more impact. Once the carrier is out of danger, flatten the remaining buildings, free the survivors and activate all RDU's. When the level is complete, drive through the subway to the left of the Blast Corps rig where'll find the fifth scientist.



CRYSTAL RIFT

Level:
Main (Hard)
Radars:
Two

Drive the train to the ramp then climb into Skyfall and follow the path around and down into the valley. Follow the road along to the Ramdozer then climb in and begin to clear the path for the carrier. Once the path has been made through the buildings, use the Ramdozer to push the blocks into the holes then continue to flatten the remaining buildings. When you re-enter the level, climb out of the train and walk back along the track to activate the first radar then head down into the valley and use Skyfall to find and activate all RDU's. The second radar is located on the other side of the bridge, follow the line of RDU's to find it.



FALCHION FIELD

Level:
Bonus
Radars:
Two

Fly around the course a few times to familiarise yourself with the locations of the six oil drums that you need to destroy and work out the route you're going to take before going for gold.



DARK HEARTLAND

Level:
Bonus
Radars:
None

Using Ballista's missiles you must wipe out the buildings as quickly as possible but remember to keep a close eye on your missile supplies otherwise you'll run out. Ram the buildings whilst shooting at them for more impact but avoid firing missiles while Ballista's front wheel is in the air, it will waste them.



OBSIDIAN MILE

Level:
Main (Hard)
Radars:
None

Using the Cyclone Suit, clear the path then continue to destroy the remaining buildings without hitting the carrier. Once the buildings have been flattened, find and activate all RDU's to complete the level.



DIAMOND SANDS

Level:
Main (Hard)
Radars:
None

Starting with the left hand side of the track, demolish the first two rows of buildings then drive under the track and flatten the opposite sides of the buildings before the carrier arrives. Repeat this method until you reach the large buildings near the Blast Corps rig then use the TNT crates to help you out. Now return back along the track and destroy all buildings left standing to free any survivors then activate the remaining RDU's.



OYSTER HARBOUR

Level:
Main (Hard)
Radars:
One
Scientist#6

Ride Ballista over to the slope then climb off and walk down and over to the Ramdozer behind the crates. Use the Ramdozer to clear the carrier's immediate path then head over to the platform crane and use it to lower the TNT crates onto the bridge to blast the blocks out of the way. On the other side of the bridge, slide the first block into the first hole then slide the second block into the hole to the right, this'll allow you to collect the next two blocks further along the dock. Collect the last block from behind the large red oil drums and place it in the hole then destroy the silos before moving onto the barges. Drive across the first two barges and onto the third barge then guide it up stream and dock. Climb back into the Ramdozer and drive it off the barge and onto the grass then climb out and run across the footbridge and down to the second barge. Guide the second barge into the dock then climb into the Ramdozer and dive



cont... OYSTER HARBOUR

onto the first barge, now head down stream and push the TNT crate onto the barge. Park the Ramdozer on the barge then head back up stream to the dock and push the TNT crate across the second and third barge into the last building blocking the carrier's path. Re-enter the level and activate all RDU's then collect the TNT crate and use it to expose the radar located in the large building near the first barge, you'll need to climb out of the Ramdozer to activate it. Now head over to the Blast Corps rig and re-enter the level but this time use the TNT crate to remove the blocks blocking the third barge for travelling further up stream, it's there where you'll find the sixth scientist.



Level:
Bonus
Radars:
None

GIBBON'S GATE

Simply drive around the maze activating the RDU's whilst avoiding the other bulldozers. Try to work out an efficient way of collecting all the RDU's as quickly as possible and remember to adjust your view to keep tabs on the bulldozer's whereabouts.



Level:
Bonus
Radars:
None

SHUTTLE CLEAR

As soon as you take control of Backlash, head around to the right then down to the TNT crates. Use the TNT crates to destroy the building on the right and expose Thunderfist then climb into Thunderfist and quickly clear a runway for the shuttle before it begins its final approach.



Level:
Bonus
Radars:
None

MOON

Head across the crater and over to the first installation and begin your trail of destruction. Once the installation has been completely flattened head towards and over the large mound to the buildings on the other side, use the mound to give Backlash enough height to come crashing down on the buildings. When the buildings has been dealt with, head over and destroy the second installation, use the ramps to give Backlash more impact. Now head back towards the start area and flatten the last two buildings, remember to use the ramps if required.



Level:
Bonus
Radars:
None

MERCURY

Use one of the heavier vehicles on offer as they are faster than Skyfall. While racing, try to stay as close to the centre platform as possible and try to keep contact with the planet surface as much as possible.



Level:
Bonus
Radars:
None

VENUS

For this level you must destroy all the crates as soon as possible. Use the craters and ramps to bounce Backlash into the crates for maximum carnage.



Level:
Bonus
Radars:
None

MARS

Using the craters you must jump Backlash up and into the silver balls whilst avoiding the bulldozers below. Destroy the centre balls first then concentrate on the outer ones, remember to adjust your view for a better perspective.



Level:
Bonus
Radars:
None

NEPTUNE

Simply drive around the course staying as close to the inside line as possible. Try to keep in contact with the surface to increase your speed and try to avoid the pillars at the lower end of the course as these will slow you down.



Hidden Extras

A 2 Z GO...

THE DEFINITIVE A-Z OF HIDDEN EXTRAS FOR THE N64

Not only have we brought you the latest in cheating material for the Nintendo 64 in this month's Hidden Extras, we've also gone bonkers and decided to go give away prizes for the best cheat, code or secret sent in every month.

Blast Corps Instant Explosion



Whilst in one of the vehicles, position yourself next to a building so that your driver can't climb, instead he'll just sit there and say "Doh". Continue to hold the Z button down and soon the building will explode.

Turbo Start

To get a turbo start from the start line on one of the time trial levels, you must press accelerate on the last beep just as the light turns green. It's important to time it perfectly otherwise the cheat will not work.

Cruis'n USA Hidden Vehicles

Whilst on the Choose Car screen, press and hold the top, left and bottom C buttons then scroll through the vehicles. You'll now be able to select the police car, the school bus and the jeep.

Secret Courses

Whilst on the Choose Race screen, press and hold the following buttons to select one of the secret courses.

Golden Gate Park: Left C, bottom C and the Left shoulder button.

Indiana: Top C, right C and the Left shoulder button.

San Francisco: Right C, bottom C and the Left shoulder button.



Flashing Lights

After putting your initials in at the Hot Times screen, scroll down to the bottom of the list then hold the joystick to the left until one of the designer's heads appears and says, "I love this job". Now start another race with the police car or school bus then while racing, release the accelerator and press brake, brake then press and hold the accelerator.

Note: The lights and siren will only work while the accelerator is being held down.

Doom 64 Super Password

W93M 7H20 BCY0 PSV6



As well as giving you 100 health and 200 armour points, all weapons, full ammo and the backpack, this code will also give you all three pieces of the pentagram which will power up your laser rifle up to maximum allowing you to kill the final boss in seconds flat.

Special Features

?TJL BDFW BFGV JVV6

Once this code has taken you to level one, press START to pause the game. You'll now see a Features option on the menu, this option allows you to warp to any level, gives you full health and ammo, all weapons, full maps and activates God mode.

Programmer's Taunts

After dying anywhere within the game, wait for about thirty seconds and you'll see childish taunts from the programmers appear on the screen.

Level Passwords

Be Gentle:

Level 02: CDP8 9BJ2 68ZT SVK?
Level 03: CXM8 9BJY 681T JVK?
Level 04: DDK8 9BJT 683S 9VK?
Level 05: DXH8 9BJP 685S 1VK?
Level 06: FDF8 9BJK 687S SVK?
Level 07: FXC8 9BJF 689S JVK?
Level 08: GD?8 9BC? 69BR ?BK?
Level 09: GX88 9BC6 69DR 2BK?
Level 10: HD68 9BC2 69GR TBK?
Level 11: HX48 9BCY 69JR KBK?
Level 12: JD28 9BCT 69LQ ?BK?
Level 13: JX08 9BCP 69NQ 2BK?
Level 14: KDY8 9BCK 69QQ TBK?
Level 15: KXW8 9BCF 69SQ KBK?
Level 16: LFT8 9BB? 69VP ?VK?
Level 17: LYR8 9BB6 69XP 2VK?
Level 18: MFP8 9BB2 69ZP TVK?
Level 19: MYM8 9BBY 691P KVK?
Level 20: NFK8 9BBT 693N ?VK?
Level 21: NYH8 9BBP 695N 2VK?
Level 22: PFF8 9BBK 697N TVK?
Level 23: PYC8 9BBF 699N KVK?
Level 24: QF?8 9BF? 6?BM ?BK?
Level 25: QY88 9BF6 6?DM 2BK?
Level 26: RF68 9BF2 6?GM TBK?
Level 27: RY48 9BFY 6?JM KBK?

Level 28: SF28 9BFT 6?LL ?BK?
Level 29: SY08 9BFP 6?NL 2BK?
Level 30: TFY8 9BFK 6?QL TBK?
Level 31: TYW8 9BFF 6?SL KBK?
Level 32: VBT8 9BD? 6?VK 9VK?



Bring It On:

Level 02: CJPR 9BJ1 68Z? QVK?
Level 03: C1MR 9BJX 681? GVK?
Level 04: DJKR 9BJS 6839 7VK?
Level 05: D1HR 9BJN 6859 ZVK?
Level 06: F1JR 9BJJ 6879 QVK?
Level 07: F1CR 9BJD 6899 GVK?
Level 08: GJ?R 9BC9 69B8 8BK?
Level 09: G18R 9BC5 69D8 0BK?
Level 10: HJ6R 9BC1 69G8 8BK?
Level 11: H14R 9BCX 69J8 HBK?
Level 12: JJ2R 9BCS 69L7 8BK?
Level 13: J10R 9BCN 69N7 0BK?
Level 14: KJYR 9BCJ 69Q7 RBK?
Level 15: K1WR 9BCD 69S7 HBK?
Level 16: LKTR 9BB9 69V6 8VK?
Level 17: L2RR 9BB5 69X6 0VK?
Level 18: MKPR 9BB1 69Z6 RVK?
Level 19: M2MR 9BBX 6916 HVK?
Level 20: NKKR 9BBS 6935 8VK?
Level 21: N2HR 9BBN 6955 0VK?
Level 22: PKFR 9BBJ 6975 RVK?
Level 23: P2CR 9BBD 6995 HVK?
Level 24: QK?R 9BF9 6?B4 8BK?
Level 25: Q28R 9BF5 6?D4 0BK?
Level 26: RK6R 9BF1 6?G4 RBK?
Level 27: R24R 9BFX 6?J4 HBK?
Level 28: SK2R 9BFS 6?L3 8BK?
Level 29: S20R 9BFN 6?N3 0BK?
Level 30: TKYR 9BFJ 6?Q3 RBK?
Level 31: T2WR 9BFD 6?S3 HBK?
Level 32: VGTR 9BD9 6?V2 7VK?

I Own Doom:

Level 02: CNN8 9BJ0 680T NVK?
Level 03: C5L8 9BJW 682T DVK?
Level 04: DNJ8 9BJR 684S 5VK?
Level 05: D5G8 9BJM 686S XVK?
Level 06: FND8 9BJH 688S NVK?
Level 07: F5B8 9BJC 68?S DVK?
Level 08: GN98 9BC8 69CR 6BK?
Level 09: G578 9BC4 69FR YBK?
Level 10: HN58 9BC0 69HR PBK?
Level 11: H538 9BCW 69KR FBK?
Level 12: JN18 9BCR 69MQ 6BK?
Level 13: J5Z8 9BCM 69PQ YBK?
Level 14: KNX8 9BCH 69RQ PBK?
Level 15: K5V8 9BCC 69TQ FBK?
Level 16: LPS8 9BB8 69WP 6VK?

Level 17: L6Q8 9BB4 69YP YVK?
Level 18: MPN8 9BB0 690P PVK?
Level 19: M6L8 9BBW 692P FVK?
Level 20: NPJ8 9BBR 694N 6VK?
Level 21: N6G8 9BBM 696N YVK?
Level 22: PPD8 9BBH 698N PVK?
Level 23: P6B8 9BBC 69?N FVK?
Level 24: QP98 9BF8 6?CM 6BK?
Level 25: Q678 9BF4 6?FM YBK?
Level 26: RP58 9BF0 6?HM PBK?
Level 27: R638 9BFW 6?KM FBK?
Level 28: SP18 9BFR 6?ML 6BK?
Level 29: S6Z8 9BFM 6?PL YBK?
Level 30: TPX8 9BFH 6?RL PBK?
Level 31: T6V8 9BFC 6?TL FBK?
Level 32: VLS8 9BD8 6?WK 5VK?

Watch Me Die:

Level 02: CSNR 9BJZ 680? LVK?
Level 03: C9LR 9BJV 682? BVK?
Level 04: DSJR 9BJQ 6849 3VK?
Level 05: D9GR 9BJL 6869 VVK?
Level 06: FSDR 9BJG 6889 LVK?
Level 07: F9BR 9BJB 68?9 BVK?
Level 08: GS9R 9BC7 69C8 4BK?
Level 09: G97R 9BC3 69F8 WVK?
Level 10: HS5R 9BCZ 69H8 MBK?
Level 11: H93R 9BCV 69K8 CBK?
Level 12: JS1R 9BCQ 69M7 4BK?
Level 13: J9ZR 9BCL 69P7 WVK?
Level 14: KSXR 9BCG 69R7 MBK?
Level 15: K9VR 9BCB 69T7 CBK?
Level 16: LTSR 9BB7 69W6 4VK?
Level 17: L?QR 9BB3 69Y6 WVK?
Level 18: MTNR 9BBZ 6906 MVK?
Level 19: M?LR 9BBV 6926 CVK?
Level 20: NTJR 9BBQ 6945 4VK?
Level 21: N?GR 9BBL 6965 WVK?
Level 22: PTDR 9BBG 6985 MVK?
Level 23: P?BR 9BBB 69?5 CVK?
Level 24: QT9R 9BF7 6?C4 4BK?
Level 25: Q?7R 9BF3 6?F4 WVK?
Level 26: RT5R 9BFZ 6?H4 MBK?
Level 27: R?3R 9BFV 6?K4 CBK?
Level 28: ST1R 9BFQ 6?M3 4BK?
Level 29: S?ZR 9BFL 6?P3 WVK?
Level 30: TTXR 9BFG 6?R3 MBK?
Level 31: T?VR 9BFB 6?T3 CBK?
Level 32: VQSR 9BD7 6?W2 3VK?

Killer Instinct Gold



Play as Gargos

On the character profile screen (demo), press Z, A, Right shoulder

button, Z, A and B, you'll hear Gargos laugh if done correctly. Gargos will now be selectable from the character select screen.

Secret Colours

(On the character profile screen, press Z, B, A, Z, A and the Left shoulder button. You'll now be able to select the secret colours, white, gold and shadow from the character select screen by pressing Up and Down on the joystick.



View Credits

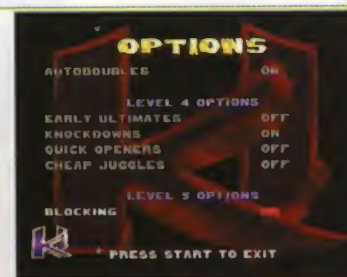
On the character profile screen, press Z, L, A, Z, A and the Right shoulder button. This will allow you to view the credits without beating Gargos.

Random Character Select

On the character select screen, press Up and Start at the same time. Your fighter will now be selected at random.

All Options

On the character profile screen, press Z, B, A, Left shoulder button, A and Z, if done correctly you'll hear a voice say, "Perfect". Now when you access the options screen, you'll be able to scroll down to level 5.



Sky Stage (Two-Player Mode Only)

On the character select screen, both players must select their fighters but pressing Down and the bottom C button (medium kick) at the same time, will gain you access to the arena in the sky.

Marlo Kart 64



Turbo Start

To get a turbo start from the start line, you must press the accelerator between the second and third light change (red to blue).

Reverse Circuits

To access the reverse circuits you must win the Gold Cups for all 150cc classes. When you have completed this simple task reset the game, you'll now see a different title screen and the Reverse Circuit option will be available on the Game Select screen.

Mortal Kombat Trilogy



Random Character Select

On the character select screen, highlight Noob Saibot then press Up and Start at the same time. The cursor will now select your fighter at random.

Select Battle Arena

On the character select screen, highlight Sonya then press Up and Start at the same time, the screen will shake if done correctly. Once you've selected your fighter, you'll be able to select an arena.

Freeplay

On the story line screen, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the joystick or D-pad. If done correctly you'll hear a crunch sound confirming Freeplay.

Play as Motaro

When fighting on Jade's Desert, The Wasteland or Kahn's Tower, press and hold joystick Left then press A and the top C button before the match starts. If done correctly, your fighter will explode and Motaro will appear. Fight on!

Play as Shao Kahn

When fighting on The Rooftop or Pit 3, press and hold Down on the joystick then press A and B before the match starts. If done correctly, your fighter will explode and Shao Kahn will come to your rescue.

NBA Hang Time



Access Number Codes

Enter these following codes on the Tonight's Matchup screen. Use the A button to change the first number, the bottom C button to change the second number and the right C button to change the third number.

025	Baby Mode
273	Stealth Turbo
390	No Pushing
048	No Music
461	Unlimited Turbo
937	Legal Goal Tending
709	Quick Hands
802	Max Power
284	Max Speed
552	Hyper Speed
120	Fast Passing

Sequence Codes

Enter these following codes on the Tonight's Matchup screen. The code box will flash if done correctly.

Up, Turbo + PassBig Heads
Up, Up, Pass, TurboHuge Heads
Rotate D-pad clockwise starting with Up.Shot Percentage
Left, Left, Pass,	
TurboNo Tag Arrow
Hold Right and press Pass, Pass	
.....No CPU assistance	
Hold Right then press Shoot, Turbo, Pass	

.....Red, White & Blue Ball
Hold Left then press Turbo three timesRooftop Jam

Pilotwings 64 Change Mario into Wario



On mission one, stage one, aim the cannon at Mario's face on Mount Rushmore. When you hit the face for the first time it'll change from Mario to Wario, when you hit it for a second time it'll change back to Mario.

Cannonball Trajectories

These co-ordinates for all three cannonball classes will help you achieve a Perfect score, although you may need to make a few minor adjustments.

Round One

Cannon 1
Vertical: 1-2 degrees
Horizontal: W 50 degrees N
Power: Full
Cannon 2
Vertical: 12 degrees
Horizontal: S 30 degrees W
Power: Full
Cannon 3
Vertical: 18 degrees
Horizontal: W 30 degrees N
Power: Full
Cannon 4
Vertical: 4 degrees
Horizontal: S 87 degrees W
Power: Full

Round Two

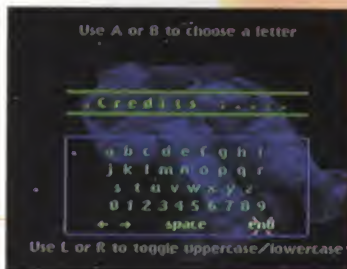
Cannon 1
Vertical: 10 degrees
Horizontal: S 65 degrees W
Power: Full
Cannon 2
Vertical: 5 degrees
Horizontal: S 12 degrees W
Power: 1/2 (a little less)
Cannon 3
Vertical: 29 degrees
Horizontal: W 28 degrees N
Power: Full
Cannon 4
Vertical: 18 degrees

Horizontal: E 49 degrees S
Power: 1/3

Round Three

Cannon 1
Vertical: 13 degrees
Horizontal: E 23 degrees S
Power: Full
Cannon 2
Vertical: 7 degrees
Horizontal: S 85 degrees W
Power: 1/4
Cannon 3
Vertical: 52 degrees
Horizontal: S 41 degrees W
Power: Full
Cannon 4
Vertical: 45 degrees
Horizontal: E 52 degrees S
Power: Full (a little less)

Shadows Of The Empire End Sequence and Credits



When starting a new game, enter your name as '_Credits', leaving a space before the capital C. Now when you start a mission, the ending sequence for the Easy setting will be shown followed by the credits. Strange but true!

Super Mario 64 Butterfly 1-Ups

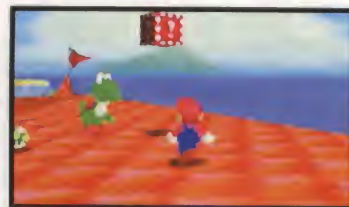


Outside the castle and in courses 2, 12 and 13, there are groups of butterflies that'll reveal extra lives and occasionally bombs when punched or squashed with a Butt Stomp.

Mario meets Yoshi

After you have collected 120 Power

Stars, the cannon outside the castle will be accessible. Using the cannon, fire Mario onto the castle roof then walk around and to talk to Yoshi,



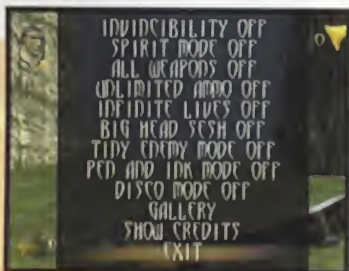
he'll increase Mario's lives to 100. There's also a Red Cap block containing the Wing Cap and three 1-Up Mushrooms for Mario to collect.

Turok: Dinosaur Hunter



Codes

Select Enter Cheat from the main menu and enter any of the following codes then select the Cheat Menu to activate them.



DLKTDRPen and Ink Mode
SNEFRRDisco Mode
FRTHSTHTTRLSCInfinite Lives
THBSTGallery Mode (only accessible from main menu)
FDTHMGSShow Credits (only accessible from main menu)
THSSLKSCLSpirit Mode
CMGTSMGGTSAll Weapons
BLTSTRFRNDUnlimited Ammo
RBNSMTH	..Robins Cheat: Invincibility, All Weapons, Unlimited Ammo, Big Heads and Credits



GRGCHNGreg Mode: All Weapons,
Unlimited Ammo,
Big Heads and Credits
DNCHN...Dana Mode: Small Enemies
NSTHMNDNT..Show Enemies on Map
CLLTHTNMTN.....Quack Mode
LLTHCLRSFTHRNB.....Purly Colours

WaveRace 64



Different Coloured Jet Skis

While selecting a jet ski from the Watercraft Select screen, press Up on the joystick to change the colour of your rider and jet ski then press A to select it.

Fast Start

Top get a fast start and Maximum Power from the start line, you must press the accelerator as soon as the announcer says "Go".

Ride The Dolphin



From the main menu select Stunt Mode then select Dolphin Park from the Course Select screen. You must now ride through all the rings and perform the following stunts in the correct order.

Handstand
Backwards Riding
Standing Somersault
Single Flip
Dive
Sideways Roll (in both directions)

If you've performed these correctly you'll hear the dolphin squeak as you cross the finish line. Now reset the game and select Championship mode followed by Normal mode and then Warm Up mode. As you're selecting your rider pull down on the joystick and press A, you'll now be riding the dolphin at Dolphin Park.

Reverse Circuits

To access the reverse circuits you must first win all the races for the Expert setting. Once you've completed this simple task, the reverse circuit option will be available on the difficulty select screen.

Wayne Gretzky's 3D Hockey Super Teams

Before starting a game, select Setup from the main menu then select Options. On the options screen, hold



the Left shoulder button down then using the C buttons press: Right, Left, Left, Right, Left, Left, Right, Left and Left. The special 16-digit code will appear at the bottom of the screen and the four super teams (Williams, the 99ers, Canada and USA) will now be available from the Team Select screen.

Advertising

On any of the menu / option screens, press the Z button to scroll through the ads that are displayed in the game. Completely useless and totally boring.

Invisible Players

During the face-off, pause the game and select Replay then use the Left shoulder button to select one of your team members or press the Right shoulder button to select one of your opponents team members. When the player you have selected is flashing, press the Z button to make them invisible.

Instant Gretzky - NY

Rangers Match

Highlight Play Game on the main menu then press and hold any of the C buttons. Now press the Start button and you'll be taken straight to the face-off playing as Wayne Gretzky with the New York Rangers.

Special Codes

From the main menu, select Setup then select Options. Now press and hold the top C button and press the Right shoulder button, this will display the 16-digit code. Press and hold the bottom C button then press the Right shoulder button to change the first two digits, press and hold the left C button then press the Right shoulder button to change the second two digits and press and hold the top C button then press the Right shoulder button to change the fifth



and sixth digits. Altering the first two digits will change the player's head size, the second two digits will change the player's body size and the last two digits will change the player's height.

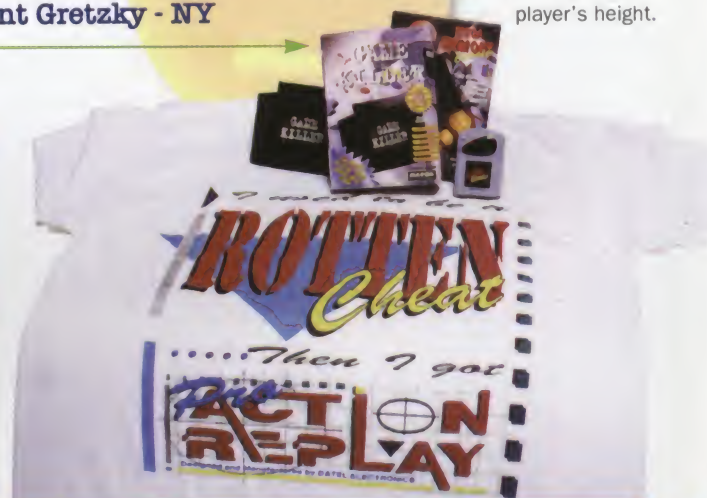
TOP TIP

**This month's winner is
Matthew Allen from Leeds**

who sent us the cannonball trajectories for Pilotwings 64.
He'll receive a DATEL Mega Memory cartridge, Game Killer
and T shirt through the post for his efforts.

**If you have any Nintendo 64 cheats, codes, passwords
or anything else that's out of the ordinary you'd like us to
include in our up and coming list of A to Z Hidden Extras,
then send 'em in to us here at 64 extreme (please state
version), YOU COULD BE A WINNER!**

Contributors: Shaun Wilson, Swansea. Kimberly Marchwood, Sheffield. Michael Rutt, London. Francis Benn, Shaftsbury. Lorraine Kemp, Chester. Steven Roper, Manchester. David Tailsman and Daniel Leslie, Planet X. Jim Harper, Cardiff. Joe Spencer, Bristol. Hugh Janus, Scunthorpe. Sarah Nelson, Norfolk. Lisa Denny, London. Matt Baker, Hull. George Cooper, Northampton. Robert Byrne, Thorney Hill. Jeff Richards, Newquay. Edgar Smith, Amsterdam. Nichola Wells, Bath.



**WRITE TO: HIDDEN EXTRAS · 64 EXTREME
QUAY MAGAZINE PUBLISHING · QUAY HOUSE
THE QUAY · POOLE · DORSET · BH15 1HA**

OR E-MAIL: HIDDENEXTRAS@QUAYNET.CO.UK

E-MAIL:
exchange@quaynet.co.uk

64 X-TEAM • QUAY HOUSE • THE QUAY
POOLE • DORSET • BH15 1HA

EXTREME EXCHANGE

E-MAIL
EXCHANGE@QUAYNET.CO.UK

Once again we have been swamped with your letters, just the odd one or two about the price drop! (See news story). Keep your comments coming, but any questions you may have, please send them to our 'Ask The Experts' page at the usual address.

dear exchange...

I've bought both issues of your mag. Why? Because I love it! It is simply the best magazine I have ever read on any format. The layout is user-friendly and eye catching, the reviews are spot on and certainly give me a good idea of what each game is like. I am impressed by your policy of completing every game before reviewing them. The news section is both helpful and interesting. I have been reading video game magazines since 1989 and this is the best yet, keep it up! First of all, I have an idea that may help your magazine a bit. On the cover of issue two there was a picture of an N64 with 'WIN AN N64' printed next to it. Perfectly ordinary, I thought. But when I picked up the mag the second time I noticed that the N64 pictured was an exact mirror image of a normal N64. Everything was reversed. This got me thinking: a) Do I get some sort of prize for spotting this? b) How about this for a

competition: Put a deliberate mistake in every issue but don't make it too obvious. For instance, do an interview with the head of Konami yet include a picture of the head of Acclaim. There should be a prize every month for the first person to spot it and write in. It doesn't have to be an expensive prize, although a copy of the latest N64 game would be nice, but it should at least pay back the postage stamp. I think this would be a very good addition to your mag as it would give the observant people a chance to gain a reward for their talent. Yours sincerely Robert Brocklehurst Cheshire

OK Robert, it's a fair cop, that reversed N64 on the cover of issue two was a boo boo of the first order. We did consider pretending it was reversed deliberately to see which of you were paying attention, but we couldn't do

it to you! As far as your monthly spot-the-deliberate-mistake idea is concerned, although it isn't without merit, it could start to get complex if there were a few unintentional cock ups in the same issue as the deliberate one. What we will do from next issue onwards is reward the sender of the best letter each month with a Dattel Mega Memory Card, a Dattel Game Killer cartridge and a T-shirt. Don't despair Robert, although we are starting our letter of the month compo next issue, I'll send you

all of the above, for pointing out our slip up and for making so many nice comments about our mag.

Gratuitous
Girlie
Shot



I've recently returned from a holiday in America where I noticed there was quite a backlash against the N64 in many of the computer magazines. There were complaints of bad quality and sub-standard games being released onto the market and comments that many of the games are just yesteryear's games being released with slightly nicer graphics. It seems that lots of the N64 games currently out in America are pretty crappy. What happened to the quality control that Nintendo promised with the N64? Many of the articles said that the next six months will be make or break time for the N64 and they hinted that it could go either way! I think the problem is that most of the first batch of games on the N64 have been nicer versions of old SNES games because Nintendo knows these type of games are sure fire hits. I'm sure as more third party developers get to grips with coding for the N64, the quality and originality of games will improve. But how long will we have to wait for this? I have read many reviews in your magazine of import games which you have given low scores to, that will be hitting the

In some respects you are correct David, the big N did make quite a big

machine at the moment, so they are desperate to increase the N64's portfolio of games as soon as possible. Consequently, some iffy games have slipped through the net. Also, if you check out our 'Promising Developments' news story in issue three you will see what Nintendo are doing to rectify the matter. With regard to your comments about there being no games to look forward to, how about ISS 64 and Mario Kart 64 in June or Yoshi's Island and Mission Impossible due out on import soon?

is a 64 bit console, period. As far as the price of software is concerned, the word from THE is that it is going to stay the same for the foreseeable future, although what price the third party developers charge for their cartridges is down to the individual publishers. FIFA Soccer 64 has already been reduced to £39.99, I wonder why?!

Can you please tell me if Blast Corps is going to be PAL optimised or not, as I desperately want this game but I'm unsure whether to wait for the official release or get the Jap import.
Simon Harding
Weymouth

the good news is that the UK version of Blast Corps will indeed be full screen and full speed.

Iwould firstly like to say that I loved the first two issues of 64 extreme. It is a

SEND YOUR LETTERS TO: QUAY MAGAZINE PUBLISHING · QUAY HOUSE · THE QUAY · POOLE · DORSET · BH15 1HA

UK in the coming months. There seems to be little for the UK N64 owner to look forward to for a long time.

I know this sounds a bit pessimistic but it would be nice to have at least two excellent, top notch games being released per month, instead of thinking, "oh well, at least a good game's being released in three months time". Hopefully this situation will be addressed soon or many UK N64 fans will lose heart. What do other readers think?

Yours faithfully
David Waller
East Yorkshire

issue out of their commitment to only releasing quality games for the N64, but still some very dodgy software has slipped through the net. To be fair, the vast majority of these games will never be released in the UK due to the fact that THE Games will assess each import game before deciding whether to release them over here. I think NCL and NoA have both been caught in a no win situation to a certain degree, on the one hand they only want to release quality games on the N64 but on the other hand there is an almost embarrassing shortage of software available for the

I know this may be getting a bit repetitive for you but let me congratulate you on a super magazine. Since your last issue, the N64 has been dramatically reduced in price. Rumours have been flying that the N64 is only a 32 bit console. Is this true? Also, as the console has been reduced, will the games become cheaper and if so by how much and when?
Simon Gibbs
Exmouth

firstly, let's get this silly rumour out of the way. The N64

quality magazine and I am definitely going to keep on buying it, so keep them coming. I'd like to find out the address of THE Games, so I would be very grateful if you could provide me with that information.
Keep up the good work
Matthew Austin
East Sussex

thanks for the kind words, Matt. Here is the address for THE Games: THE Games Ltd, Parnham Drive, Boyatt Wood, Eastleigh, Hampshire SO50 4NU. (Tel: 01703 653377)

ask the Experts

Send in all your N64 related questions and pick the brains of our N64 gaming gurus. If we ever get them out of the pub! All questions should be sent in to: Ask The Experts, 64 extreme, Quay Magazine Publishing, Quay House, The Quay, Poole, Dorset BH15 1HA

Your magazine is great, keep up the good work. I've only just got my N64 for £150 and Pilotwings which is excellent. Please could you answer these questions.

1. I hate Mario but the N64 version looks good, will there be any other games like Mario 64?
2. Why does Turok cost £70 when all the others are about £10 cheaper?
3. Will Jungle Strike, Urban Strike etc. come out for the N64?
4. Will there be Sim-City or Theme Hospital for the N64?

Liam
Winton

1. No, not really. Doraemon plays in a similar way but isn't anywhere near as good as SM 64.
2. Acclaim, the publishers of Turok Dinosaur Hunter are third party N64 developers. This means they incur extra costs, which have to be passed on to the poor old punters.
3. No word as yet on any N64 Strike games.
4. We're reliably informed that Sim-City will be converted to the N64 and it will probably first arrive on the 64DD. Apparently the Japanese hold hospitals in an almost God like esteem and therefore, since it would never be released in Japan, Theme Hospital will never be developed for the N64 (or any other console for that matter) because it would not be economically viable for Bullfrog to produce it.



Thank you for publishing the best N64 magazine I've read. It's far better than any of the other rubbish in the shops. It's packed with honest reviews and the Timeout section was great. The player's guide was really useful and has helped me through the first few levels of Turok Dinosaur Hunter. Your magazine persuaded me to buy the

best console around instead of Sony's and Sega's feeble attempts.

The reason I am writing is to ask you two questions.

1. Is it true that the N64 dropped in price because it's losing the competition against the PlayStation and Saturn?
2. Is it true that PlayStation creators Sony are working on 32bit versions of the N64 games Turok and SM64?

I look forward to the next brilliant yet intellectual 64 extreme.

Mathew Spokes
Stopsley



1. Sony's price drop forced both Sega and Nintendo to follow suit. The UK video games market is, to a great degree, price driven, so THE Games had to drop the N64 price to stay competitive. Simple as that.

2. We're reliably informed that Iguana are working on a PlayStation version of Turok but I wouldn't expect it to be anywhere near as good as the N64 version. As for Mario on the PlayStation, I don't think so, do you?

Now listen up, I'm going to get an answer for these questions even if it kills me:

1. When is the release date for Mario Kart 64 and Doom 64?
2. What will be the best beat-'em-ups coming out for N64?
3. Is there going to be a Super Mario 64 2, and if so will it be like the first one?
4. Is there any chance of Twisted Metal or a game like Resident Evil coming to the N64?

Now hurry along and put this in your cool magazine, there's a good chappie.

Russell Crawford
Bridgewater

1. June 13th and September.
2. Killer Instinct is reasonable, Dark Rift looks promising, ask me again after E3.
3. Yes, but it is a mere twinkling in Shigeru Miyamoto's eye at the moment.
4. No as far as Twisted Metal is concerned, but I fully expect to hear something regarding Resident Evil 64 at the forthcoming E3 show.

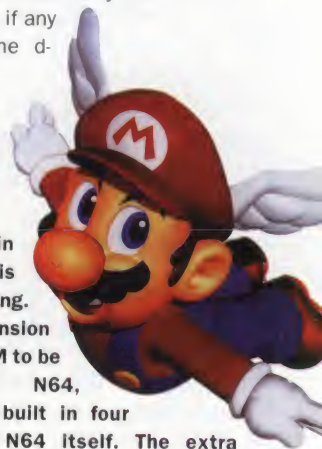
I would like to congratulate you on the best computer mag ever. I have just bought an N64, SM64 and Pilotwings and now I've got some questions:

1. When will there be any good racing games?
2. What is the Memory Expansion slot for on my N64 console?
3. Should I get FIFA 64 or WaveRace 64?
4. When do coloured controllers come to the UK and how much do they cost?
5. What game if any will/do use the d-pad?

Thanks for your time.

Andrew Emery
Somerset

1. Mario Kart 64 in June and Rev Limit is looking quite promising.
2. The memory expansion slot allows extra RAM to be added to the N64, supplementing the built in four Megabytes in the N64 itself. The extra memory Paks are not available yet, but will be needed to help run memory hungry games in the future.
3. WaveRace 64 then International Superstar Soccer. Don't buy FIFA 64.
4. They are out now priced at £29.99 and available from all good import shops. Try our friends at the Video Game Centre 01202 527314.
5. Quite a few: Mortal Kombat Trilogy is easy to control using the D-pad, Doom 64, ISS64 to name but a few.





FOUR PLAYER FRENZY!

Once again, the extreme trike have gathered in deepest Dorset for an evening devoted to some frantic four-player button bashing action. This month the team have play tested Star Fox 64 and Wayne Gretzky's 3D Hockey in four player mode.

The opinions expressed by our four player panellists/drunkards are based solely on the game's merits as a four player game and may well differ from their opinions they may have about the games as a single player experience. Also bear in mind that some members of the panel are only knitting with one needle!

DAVE



Star Fox 64

More fun in 4 player? Of course! There's nothing quite like blasting your mates out of the sky while they scream for mercy. Er sorry, did I say mates, I meant work colleagues.

How could it be improved? The radar display was the main thing that annoyed me and needed improving. It was unclear and took me a while to locate my craft which gave my opponents time to sneak in and attack me from behind. It's just not fair.

Any sneaky ways of cheating? Not really, but while Pete was in the toilet sorting out his looks, we were able to check behind the sofa for loose change and uneaten nibbles!

Be honest, which of you was best at Star Fox 64? Shigeru Miyamoto. Apparently, he's the Daddy!

Overall comment and score out of 100? It's a fun and friendly game but is limited in terms of gameplay.
72/100

Wayne Gretzky's 3D Hockey

More fun in 4-player? Yep! One player mode is good fun but the four player mode makes it one of the best team games available, especially if you're on the winning side.

How could it be improved? The only improvement that could make any real difference would be to include a six or eight player option.

Any sneaky ways of cheating? No ways of cheating but goal hanging is a very good way of improving your score.

Be honest, which of you was best at Wayne Gretzky Hockey? Me, of course. Just ask my team mate, Pete.

Overall comment and score out of 100? A very good action packed game that's easy to play and control.
86/100

In depth with Dave

Which three people would you like to have a four player game session with? Stevie Wonder, Ray Charles and Cameron Diaz.

Why? Stevie Wonder and Ray Charles could battle it out between themselves while Cameron Diaz did the dusting, cleaning and general tidying up.

What sort of (video) game would you like to play in four player mode? Anything from synchronised swimming to belly dancing!

Tell us a secret about yourself. I'm really a secret agent working for the FBI who have sent me here to keep an eye on Pete. My contacts believe that he was abducted by aliens for twelve years and lost the best part of his childhood, apparently he's making up for it now!

FOURTH

PETE



Star Fox 64

More fun in 4 player? No, it is quite good fun, I suppose, but the novelty soon wears off and it can be a little confusing at times.

How could it be improved? Maybe some extra power ups could have been included, like some heat seeking missiles or some sort of cloaking device so that you could creep up on your opponents and blow the crap out of them.

Any sneaky ways of cheating? Eating a whole bowl of my patented 'wicked uncle Pedro's chili dip surprise' and then making a room clearing anal announcement, that should do the trick.

Be honest, which of you was best at Star Fox 64? Saul, but only because he has been playing it to death and sleeping with the cartridge under his pillow!

Overall comment and score out of 100? The four player mode is just a bit of a bonus to compliment the fantastic one player game. I'm afraid I grew bored of playing pretty quickly.

70/100

Wayne Gretzky's 3D Hockey

More fun in 4-player? Yes.

How could it be improved? The fights don't seem to occur very often which is a pity, since they are great fun.

Any sneaky ways of cheating? Not really, the best way to win games is to always play as the New York Rangers. Gretzky plays for them and the programmers have made them far and away the best team, obviously with a bit of prompting from the 'Great One'.

Be honest, which of you was best at Wayne Gretzky Hockey? Dave, strangely enough. Fortunately, he played on my side and we gave Dazza and Saul a bloody good thrashing.

Overall comment and score out of 100? Brilliant fun in four player mode. Since there are only four outfield players per team, the need for input from the CPU is minimal.

94/100

In depth with Pete

Which three people would you like to have a four player game session with, and why? Tough one this, I bet Dazza will include Pam Anderson and her two pert pals, bloody perv! I'd have Ian Wright for his competitive spirit, Jack Nicholson for a bit of devilment, Colonel Sanders for his chicken and Kylie Minogue for reasons best kept to myself!

What sort of (video) game would you like to play in four player mode? How about a four player scolling beat-'em-up featuring the Simpsons. You could collect power-ups that would enable you to call up a special Itchy and Scratchy attack or am I being a bit sad?

Tell us a secret about yourself. I'm not the messiah, I'm a very naughty boy!

Star Fox 64

More fun in 4 player? More fun than what? Rubbing sun tan lotion into Pam's already golden body? I don't think so!
How could it be improved? It would be nice if a crisp fifty pound note popped out of the top of the cartridge every time you won.

Any sneaky ways of cheating? Land your Arwing and build a little settlement. Pronounce yourself King, and when your opponents crash, send out a search party to capture them. Hang your half-dead hostages over a pit of killer moles and when they plead for your mercy, let them fall! A mole's diet consists mainly of rolled up slugs which look very similar to small (and I mean small) testicles. And if the three opponents you play against are anything like the three I had to play against, the moles won't go hungry!

Be honest, which of you was best at Star Fox 64? Well, to be totally truthful, the best player was ME! I don't like to boast, but it was ME! ME! ME! ME!

Overall comment and score out of 100? Star Fox in 2-player is crap, but 4-player was very enjoyable - even though I was playing against three wieners. **87/100**

Wayne Gretzky's 3D Hockey

More fun in 4-player? More fun than what? Waxing Pam's already hairless bikini line? I don't think so!

How could it be improved? Change the ice to mud, and the men to semi-naked women.

Any sneaky ways of cheating? Pick up the puck and place it in your jock strap. Slowly skate down the side line, whistling as you go. On nearing the goal, let it slip down your trouser leg and back onto the ice. A simple, "Look at that!" to the goalie while pointing over his left shoulder will advert his attention, enabling you to bend down and poke the puck over the goal line with your nose. Pukka Pucking!

Be honest, which of you was best at Wayne Gretzky Hockey? Well, to be totally truthful, the best player was ME! I don't like to boast, but it was ME! ME! ME! ME!

Overall comment and score out of 100? A lot of fun, top game in multi-play. Shame the opposition was pucking crap! **89/100**

In depth with Dazza

Which three people would you like to have a four player game session with? Pamela Anderson, Lara Cox (Anita in HeartBreak High) and Ashley (Fresh Prince of Bel Air).

Why? That's a bit of a stupid question, don't you think?

What sort of (video) game would you like to play in four player mode? Figure Skating. Those double axes are simply divine.

Tell us a secret about yourself. I will, one day, take over the world. I am just adding the finishing touches to my blobablatron gun, when this is complete - the world will be mine, ah, aah, aaaahhhh!!

DIMENSION

Star Fox 64

More fun in 4 player? Having reviewed Star Fox 64 in this very issue, I class myself as a bit of an old pro in the Arwing and watching a pissed up Pete get more wound up everytime I hit him was a great laugh. Four player Star Fox produces some enjoyable moments but it's nowhere near the standard of four-player Mario Kart.

How could it be improved? Apart from having some worthy opponents, I don't think that anything can be added to improve the four player mode. After all, it's a shoot-'em-up, isn't it?

Any sneaky ways of cheating? Make a complete drunken arse of yourself on the options screens by taking well over ten minutes to get yourself sorted. This will inflame your opponents who will then go on to make stupid mistakes whilst you blow them out of the sky in the safe knowledge that your plan has worked.

Be honest, which of you was best at Star Fox 64? Do I really have to answer this, Pete?

Overall comment and score out of 100? To be honest, I was expecting more from four player Star Fox. Having said this, we did have a good laugh and that's what counts in multi player games. **80/100**

Wayne Gretzky's 3D Hockey

More fun in 4-player? Yes, especially if you're playing against people that you really want to give a hammering to.

How could it be improved? More fights.

Any sneaky ways of cheating? There's a few sure fire ways of scoring which you can put into practice if you're trailing in the points stakes. You can also take a leaf out of the Coulson book of cheats and press pause at certain crucial moments of the game, then cry, "It wasn't me, honest governor".

Be honest, which of you was best at Wayne Gretzky Hockey? To be honest, Dave and Pete probably won more games but myself and Dazza gave them a good run for their money once we sorted our team play and coordination out.

Overall comment and score out of 100? Hitting the ice with three other players is a real hoot, especially if you're all evenly matched. We had some great arguments but I was a little dissapointed that we didn't come to blows over it.

Wayne Gretzky's is one of the best multi player games available so if you have some friends, it's a worthy purchase. **89/100**

In depth with Saul

Which three people would you like to have a four player game session with? Ulrika Johnson, Uma Thurman, Demi Moore.

Why? So I could take the fuse out of the plug, pretend the Nintendo's knackered, then have some four player fun of a different kind.

What sort of (video) game would you like to play in four player mode? Scrabble.

Tell us a secret about yourself. I'm having a secret love affair with a girl called Stella Artois.

DAZZA



3

SAUL



4

War Gods

Publisher - GT Interactive
Developer - Midway
Released - TBA

It's a preview lull before the review storm! Hurricane War Gods will be whipping up a frenzy in next month's issue, but here's a sneaky peak at all the ten fighters. They're mean, they're fierce and they're allowed to stay out all night!

Millions, no! Billions of years ago a presence from a far away cosmos was carrying a priceless freight of spirit giving Ore (sounds heavy!). The tumultuous arrangement of our solar system caused his space craft to collapse, releasing the Ore across the glowing exterior of the sphere called Earth (this is exciting stuff!). Throughout the following years, ten individuals came into contact with the Ore and were transposed into warriors - believe that and you'll believe anything!



Ahau Kin

This high priest had a vision that an awesome power lay idle at the bottom of his tribe's sacrificial well. He swore to retrieve it, sending many of his slaves down the well to collect it. All died a horrible death! In his frustration, Ahau Kin dived into the well himself. He plunged to the bottom, but his will was so strong that he retrieved the Ore and became a War God.



Tak

In a time long ago, a tribe paid homage to Ore. A nearby antagonistic settlement declared war on the tribe in order to capture their god. As the final members of the tribe made their last stand, the king placed the Ore in a stone icon. The Ore flushed life through the statue, bringing it to life as Tak - an avenger of a lost civilisation.



Anubis

A grave robber, while exploring the Valley of the Kings, stumbled across a secret burial chamber. Obviously, being a grave robber, he tried to steal its treasures. Unknown to him, a piece of Ore had been hidden in the tomb to protect it. The Ore not only destroyed the man, but also cursed his soul to be returned as Anubis - unlucky!



Maximus

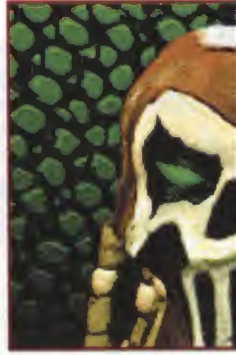
A mighty gladiator, not the ones you see on ITV, but one that killed for a living. During a festival in honour of Ore, Maximus was ordered to fight for his masters to resolve which master would possess the Ore. Maximus, being a resourceful kind of guy, killed his opponent and his masters. With only himself left, the Ore was now his. Now consumed by power, he fights for all the unlucky people who are enslaved - nice bloke really!



Pagan

A tart with a chip on her shoulder! Ancient manuscripts unveiled the position of a segment of Ore. Being a greedy old witch, she travelled to an old ruined cathedral, where Ore was once worshipped. Pagan recited incantations from the manuscripts, and beckoned out the Ore - sounds pretty easy to me!

The Ore expanded her desire for supreme power. She will now kick anyone's ass which happens to be in close proximity.



Voodoo

A witch doctor, in a West Indian community, used black magic and mystical spells to capture village people (not the gay disco group!) and enslave them. After a long period of time, the downhearted villagers could take no more. They abducted the witch doctor and burnt him to death - cool! To dispose of his body they threw it into a forbidden swamp, unaware that already laying at the bottom of it was a piece of Ore. The Ore's intensity replenished the corpse with life, making Voodoo god of the undead. Of all the swamps in the Caribbean, they had to pick that one!



Warhead

This War God was formed by fragments of Ore covering his body in a deadly explosion.

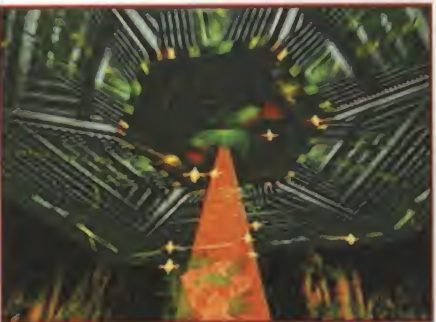
Top government officials tried in vain to tip their nuclear weapons with Ore. This obviously failed - as everyone knows, don't mess with Ore! As they realised their mistakes, they called in a crack soldier to defuse the situation. But unfortunately, he cut the wrong wire (I told him it was the blue one!) - hence, the explosion. After the dust had settled, a War God called Warhead walked from the remains of the research centre.



Kabuki Jo

On the eve of a great battle, this dreaded Samurai found a piece of Ore, where exactly isn't clear, but I'm sure he wasn't looking for it, so he obviously just stumbled across it - like you do! Anyway, being overwhelmed by the power, he slaughtered all of his men in a rage of fire and fury. Nice find!

Dishonoured by his devastation, he became Kabuki Jo and vowed to conquer the power that ingested him.



CY-5

I don't really get this, but somehow Midway know that scientists in 2096 will implant Ore into CY-5 (Mystic Meg must be moonlighting). CY-5, the advanced cyborg with an original name, is unaware that the Ore has life-giving power. He will kill the scientists, and will conclude that more Ore is needed for greater human consciousness - CY-5 will keep fighting (apparently) until he has achieved his goal. Roll on 2096!



Vallah

A warring princess became disconnected from a conquest during an immense ice hurricane. Taking asylum in a nearby cavern, she spotted a radiant verdant light snared inside a transparent barrier of frozen water. Vallah, overwhelmed by her sighting, cut away at the ice until her sword ultimately collided with the Ore. Vallah was altered into a Viking goddess and now governs the realm of ice.

Multi Racing Championship

Publisher - Ocean
Developer - Genki
Released - TBA



Imagineer (Japanese publishers) have confirmed their first N64 racing game, Multi Racing Championship (MRC) which promises to deliver some intensive high speed battles both on and off the road. At the moment, the game is far from completion, although a playable version was shown at this year's Tokyo Toy Show in Japan. It looks pretty impressive with detailed polygon graphics, a consistently high frame rate, smooth scrolling and no apparent pop-up. Unlike Cruis 'n USA (the first N64 racer), MRC uses textured mapped polygons which provide high realism, smooth animation and some amazing weather conditions that constantly change throughout the race. Other visual effects such as fog, snow, dust, brake lights and cloud reflections on the car windows greatly increase the atmosphere. MRC is also geared to take full advantage of Nintendo's Rumble Pak that'll emit small jolts if you hit any obstacles and continually jolt when driving over extremely rough terrain.



There are six to eight cars, each with their own characteristics and driving qualities as well as three different driving modes to choose from. The Grand Prix mode allows one or two players to take part in a multi-rally against as many as twenty other cars. The Time Trial mode allows you to set record times and try to beat them and the Versus mode is purely a two player dual.

Each track has multiple routes to get to the finish with pathways that branch frequently, the decision is left to the driver to find the best and fastest route, although there are occasional arrows that appear at the top of the screen to prevent you from getting lost. The changing weather conditions also adds an unpredictable element to the races as well as increasing the lifespan of the game.

The two player mode is competitive, fun and doesn't detract from the gaming experience as far as graphics, feel and gameplay are concerned. An additional option enables you to divide the screen into either horizontal or vertical windows.

One of MRC's best attributes is the amount of car customisation available. With each car you will have the option to change the handling, gearing, brakes, tyres, suspension, aerodynamics, wheel drive and engine. Each track and route taken will require different car settings and adjustments to maximise performance and race times.

Although we're unsure of the exact UK release date, we've been informed that MRC will debut in Japan around summer '97 and be released in the US later on in the year.



NFL Quarterback Club 98

Publisher - Acclaim Entertainment
Developer - Iguana Entertainment
Released - TBA

The first N64 gridiron simulation is soon to hit our screens and looks just like what all N64 Superbowl fans have been waiting for. NFL Quarterback Club '98 is being developed by Iguana Entertainment (those lovely people who brought us Turok Dinosaur Hunter) and has been officially licensed by the National Football League. The game features all 30 NFL teams, 1500 players, season-long player and team statistics (compiled by Stats Inc.), play-by-play calls by NBC's Marv Albert and an official endorsement by Brett Favre (also responsible for developing plays for the game's offensive playbook that'll allow Nintendo 64 users to feel like sideline generals). Roster management that includes trading, creating, drafting, signing, releasing players, creating new teams and managing your teams' finances whilst trying to keep under the NFL salary cap. All of which will allow you to build your team from the ground up. In addition, Iguana have included a feature that allows players to replay classic NFL games and create new pressure packed situations, just in case you want to change history!



Apart from the incredibly precise control that allows the players to look and move just like their real-life gridiron counterparts, the beautifully rendered stadiums (29 in total) and the polygon graphics (with motion captured animation) and character designs (exclusive for the N64), the game also runs in high-resolution mode which makes everything look crisp, clear and very impressive. Acclaim assured us that other features such as various camera angles and the usual football grunts, whistles and crowd noises will be included in the final version.



Although the game will appear on all three major formats, the N64 version looks to be the best (with smoother textures and on-time voice calls) and the only NFL game available this year as Madden 64 won't be available until '98.

It's still early days to give an official UK release date but we've been informed that it will be available in the States in November of this year and if Acclaim keeps to its word, NFL fans will really have something to get excited about.

Here's a few quotes from some of the people dedicated to producing one of the best NFL games of all time.

"The experience and knowledge that Albert and Favre bring to NFL Quarterback Club '98 will provide the game with unsurpassed insight and authenticity".

"Marv Albert's 30 years of broadcast experience and a lifetime of sports knowledge make a strong product even better. His distinctive voice and trademark style add a new dimension to the true sports experience in NFL QBC '98".

"I wanted the Acclaim Sports team to call the game NFL Albert '98, but they had their hearts set on NFL Quarterback Club '98", said Marv Albert.

"I am thrilled to be the signature voice behind Acclaim's new state-of-the-art football game."

"We are excited to be the first and only licensed N64 football game on the market for the 1997 season", said Bob Picunko, Acclaim's director of sports marketing. "By combining our advanced motion capture technology with the speed and superior graphics of the Nintendo 64, we have been able to create a game that would have even Vince Lombardi doing a double take".



Go! Go! Trouble Makers

Publisher - Enix
Developer - Treasure
Released - TBA



Treasure have produced many great titles - Guardian Heroes for the Saturn, Gunstar Heroes and Dynamite Headdy for the Megadrive, and as well as that they have produced Contra III and Castlevania IV for Konami.

The storyline revolves around the inhabitants of the planet Nendro. Their peaceful existence is shattered by the arrival of Professor Gumbel and his robot maid, Marina. He is hastily captured, and Marina must liberate him.

She has no weapons to assist her, but must depend on her immense power. She is capable of captivating approximately anything, and inflicting injury by throwing it. Shaking is also another attribute she possess, enabling her to shake an opponent to release whatever they are carrying. A triumphant pattern is grab, shake and toss.

The Nendoros (the planet's inhabitants) can be used for diverse things such as platforms and transporters. Using them correctly will help you find many concealed secrets. They also lay traps that must be negotiated to proceed unharmed, many

rely on your sense of timing. Against bosses, Marina will obtain other attacking forms such as missiles, laser beams and large fists.

Go! Go! Trouble Makers is due to be released in Japan in the summer, with America and the UK scheduled shortly afterwards. Looks intriguing.

Extreme G

Publisher - Acclaim
Developer - Probe
Released - Winter 1997



This is a futuristic motorbike racing game for one to four players. There are twelve wild and winding tracks to race along, and with all the motorbikes packed with weapons, it's destined to be a bumpy ride.

The bikes have excellent detail and texturing, and look very similar to the bikes in the movie, Tron. There are eight to choose from, all with different speeds, handling, weapons, etc. You can also choose which weapons you want to arm

your bike with, these include a Control Swap Missile (reverses target vehicle's controls) and Phospor Flares (blinds opponents).

There are various tracks, ranging from mine shafts to abandoned water pipes, with features like showers of sparks and lava pools adding realism to the courses. These rollercoaster tracks will also have obstacles scattered around them - bridges, falling rocks, sandstorms, etc. Power-ups can be found along the tracks such as invisibility, accelerators and new weapons.

There are also an incredible eight viewing perspectives, with the lowest providing the highest adrenaline rush. These are independent and will change depending on change of speed and track direction.

There will be at least three modes of play: A standard racing mode, multi-player races and a battle mode similar to Mario Kart 64's battle mode.

Lamborghini 64

Publisher - Titus Software Co.
Developer - Titus Software Co.
Released - TBA



Lamborghini 64 contains five racing modes: Arcade (reaching checkpoints before the clock runs out, the first car over the line wins), Tournament (drivers race for position with no checkpoints along the course), Championship (the same as Tournament but over several

circuits), Time Trial (beat that time!) and finally a Secret Mode, that is obviously secret!

The game uses the analogue stick. This can also be used as accelerate and brake, but this can be changed to a button combination. You can also choose between manual, semi-manual and automatic transmission.

Apart from the Lamborghini Diablo, three other high performance cars will be available.

MK Mythologies Sub-Zero

Publisher - Midway
Developer - Tobias Co.
Released - Winter 1997



This is a prequel to Mortal Kombat 1. It unveils the story of where all the characters

originated from and how they met. Developed by Boon and Tobias (the same as MK 1), this title will steer the series away from the usual 2D fighter.

Midway have said that the game will have eight worlds, each being large and completely explorable. The 3D backgrounds will be texture-mapped and there will be cinematic sequences to add depth to the storyline. Sub-Zero, the main character, will wander the eight worlds confronting opponents. There will be thirty in all, each digitised and rendered with 3D sprites. Many of the moves will be taken from the MK fighting series. There will also be 'group encounters', a theme used in Streets of Rage.

The gameslayer will see a 2D/3D view, as experienced in Crash Bandicoot and Bug - Sub-Zero will move in and out of the backgrounds by real-time 3D lighting effects.



Soccer 64

Publisher - Hudson
Developer - Hudson
Released - TBA



The game will be played on a three dimensional playing field, with 3D characters. The players will have moves based on professional moves, but the actual characters will be cartoony and deformed - a theme becoming very popular in many of the Japanese sports games released recently.

You will be able to select various playing modes: tournament, season, practise and pre-season. Creating original clubs and players will also be a feature, with attributes like speed, technique, aggression, etc. being allowed to be modified.

The game is also likely to be compatible with the 64DD.



64 ex directory

This essential buyer's guide is where you'll find the low-down on all the N64 games that have been put through their paces here at 64 extreme.



Blast Corps

Playing Blast Corps is like a breath of fresh air. It's original, it looks great, it plays great and it even sounds great (well almost). Blast Corps comes in a very close second to Super Mario 64 and Turok Dinosaur Hunter and we can recommend that you put it close to the top of your list of wants.



Blast'em-up Issue 2 Nintendo

94%

Doraeman



Based on a Japanese children's cartoon, Doraeman is a simplistic version of Super Mario 64 that lacks in graphical detail, speed, camera angles and a sense of freedom. Essentially made for the Japanese market, it's a yawnsome game you'd never want to play, even if you could understand

the text.



Platform Issue 3 Epoch

45%

Cruis'n USA



This was the first N64 turkey we played and hopefully the last, it may be an accurate conversion of the coin-op but that's as far as it goes. If Nintendo were to let a big fish through their quality control nets, this would be it, sorry, did I say fish? I meant whale. Steer well clear, your money will be better spent in the charity box for the Salvation Army.



Racing Issue 1 Nintendo

49%

FIFA 64



FIFA 64 suffers from the same afflictions as the rest of the series, namely a fiddly control method and a feeling that you're not entirely in control of the action. It is also guilty of being far too similar to the recent 32-bit versions. It's not up to N64 standards but is playable enough once you get to grips with

its awkward controls.



Football sim Issue 2 Electronic Arts

73%

Doom 64



Been there, seen it, done it twice! You may think that it's just another console conversation with few new levels, you'd be wrong. Although it keeps many of its original characteristics, Doom 64 incorporates a really smooth 3D engine accompanied by tidy redrawn sprites. One of the greatest games

of all time gets the best conversion ever!



Shoot'em-up Issue 3 GT Interactive

93%

The Glory of St Andrews



It may be the first golf simulator developed for the N64 but you could mistake it for a 16-bit conversion, it's that good. The landscape graphics are dire and the control method awkward to master. You can, however, create your own player which is a complete waste of time considering everything else is sub-

standard. To put it mildly, it's a load of old balls!



Golf sim Issue 3 Seta

30%

Human Grand Prix



With chunky arcade graphics, Human Grand Prix looks like an impressive racing game, unfortunately though it doesn't use the full potential of the N64's hardware capabilities and could have been just another 32-bit conversation. Admittedly, it has its moments but there are too many flaws and the pop-up scenery leaves a lot to be desired.



Racing Issue 3 Human Entertainment

60%

J-League Perfect Striker



J-League Perfect Striker is at the top of the league as far as N64 football games go. The controls are user friendly and allow some superb moves and goals, the gameplay is fast and exciting and the animation is smoother than my dad's head! The only real disappointment is the Japanese text but this will be resolved with the release of International Superstar Soccer 64.



Football sim Issue 2 Konami

88%

Killer Instinct Gold



There will be better fighting games available shortly, but you can't deny that the large amount of combination moves appeal to almost everyone - even if you do only accidentally pull one off by pressing all the buttons in a strange devil-like ritual! This perfect conversion of the coin-op is fun to play and a pleasure to look at but falls short of N64 expectations.



Beat-'em-up Issue 2 Nintendo

82%

King of Pro Baseball



Graphically, the game is cute, bright, cheerful and rather large in the head department. The controls are relatively difficult to master but fortunately there's a practice option that'll allow you to brush up on your pitching, batting and fielding skills. There's a large variety of options to choose from, including multi-player, but unless you can read Japanese they're pretty useless. If you're a young Japanese baseball fan who likes big heads, you'll love it!



Baseball sim Issue 3 Imagineer

70%

Mahjong Master



This is another game that has been developed solely for the Japanese market which is probably just as well, because unless you're Japanese you'll not know how to play the game let alone decipher the text. The graphics and sound are adequate considering the limited gameplay but to be honest, this will only appeal to a very small minority.



Card game Issue 3 Konami

37%

Mario Kart 64



One of the best racing games of all time has just got better. With the inclusion of the four player mode, the gameplay has improved greatly and the fun factor has gone through the roof. There are a few minor flaws as far as the AI on the CPU karts are concerned but overall it's a must have game.



Racing Issue 1 Nintendo

93%

Mortal Kombat Trilogy



Considering the Mortal Kombat series has been around for some time, you'd have thought that Midway would have jumped at the opportunity to give the punters and their competitors a run for their money, unfortunately this not the case. MK Trilogy is basically a 32-bit conversion and as the expression goes, money for old rope. Unless you've got money to throw away, don't but it.

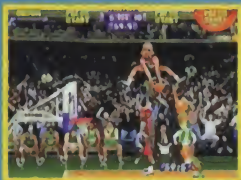


Beat-'em-up Issue 2 Midway

77%



NBA Hangtime



Graphically, NBA Hangtime is nothing to shout about but the controls are straight forward and keep you in the action at all times. It offers a very comprehensive create a player option as well as a four player mode that all add to the fun. If you want the equivalent of the NBA Hangtime arcade machine in your home, buy it. If you want a truly next-gen basketball game, you're going to have to wait!



Basketball sim Issue 2 Midway

72%

Pilotwings 64



Although Pilotwings 64 is not an original idea, there's something about the game that takes you into an element of its own. The graphics are beautifully rendered and smooth, the controls are user friendly and the gameplay is highly addictive. This is one of the few games that takes advantage of the N64's power and it shows. Highly recommended.



Flight sim Issue 1 Nintendo

90%

Shadows of the Empire



The game starts off great but after a while can get a bit repetitive and tiresome, especially on the first person perspective levels. The outdoor scenery is well drawn and pleasing to the eye and the sound well orchestrated but the gameplay is pretty much predetermined and doesn't allow any room for freedom. It's got that Star Wars feel about it but you'd expect something more from a next-gen game and unfortunately Shadows of the Empire doesn't have it.



Shoot-'em-up Issue 1 Nintendo

86%

Super Mario 64



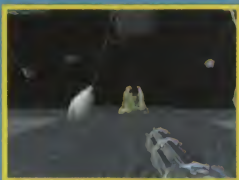
If you'd heard that Super Mario 64 is the best video game ever, it's probably the truth. It's a truly stunning 3D adventure game that incorporates textured mapped graphics to create three dimensional environments, 360 degree movement that allows more character freedom than ever seen before and a variety of view perspectives that greatly increase the scope for puzzle solving. If it's not the best video game ever, it's not far off the mark.



Platform Issue 1 Nintendo

97%

Turok Dinosaur Hunter



Turok is a most impressive shoot-'em-up that really hits the spot. The graphics are well drawn with clear, detailed sprites and the mist effects greatly increase the eeriness and atmosphere. The controls are a little unusual but effective and easy to use with a little practice. Although Turok was the first official game to be censored, the options do allow you to toggle blood on, off and even green should you not wish to get nightmares! A top quality game.



Shoot-'em-up Issue 1 Acclaim

97%

WaveRace 64

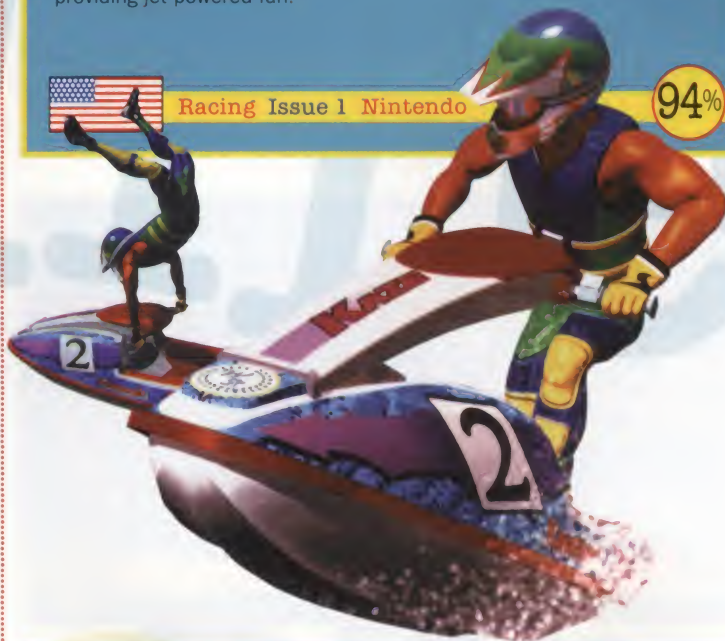


This is another one of Nintendo's stunning titles that takes full advantage of the N64's capabilities. The waves look and feel realistic, the controls are simple and well suited to the analogue stick and the two player mode truly enjoyable. WaveRace 64 is a most innovative gaming experience providing jet powered fun.



Racing Issue 1 Nintendo

94%



Wayne Gretzky's 3D Hockey



This is a superb sports sim that's fast, fun, easy to play and really enjoyable, especially in four player mode. The animation is smooth and makes good use of the camera angles even when things hot up. The controls are relatively basic but allow you to pull off a few fancy moves to put your opponents to shame and the polygon generated texture mapped graphics makes it a very polished piece of arcade software.



Ice hockey sim Issue 2 Midway

85%

competition
time



To win a chrome N64, tell
us who or what you would
most like chromed,
and why?



COMPETITION *Chrome*



SEND YOUR ENTRIES TO:

★
64 extreme Chrome Comp

★
Quay Magazine Publishing

★
Quay House The Quay

★
Poole Dorset BH15 1HA

Foxdata have invented a unique process to chrome N64 units and controllers. For £50 +£10 p+p you can send your N64 to be chromed, or you can order a brand new US machine along with four coloured controllers for £370. Individual controllers can be purchased for £39.99. For further information call 0171 3593711

Editor:
Pete Coulson
pcoulson@quaynet.co.uk

Staff Writers:
Dazza Herridge
Saul Trewern

Art Editor:
Jenny Barrett
jennyb@quaynet.co.uk

Designer:
Graham Dalzell

Artwork contributors:
Ruth Barrett

Photographic Contributors:
Mark Poole
David Scantlebury
Nigel 'where's me flash?' Ware
Gratuitous Girlie:
Julia Dream

Managing Editor:
Dave France
dfrance@quaynet.co.uk

Managing Director & Publisher:
Neil Harris
nharris@quaynet.co.uk

Published by:
Quay Magazine Publishing Ltd
Quay House
The Quay
Poole
Dorset
BH15 1HA

Tel: (01202) 679000
Fax: (01202) 679002

Advertising:
Neil Harris
advertising@quaynet.co.uk

Subscriptions & back issues:
The subscription rate for 12 issues is
£35.40 in the UK
subs@quaynet.co.uk

Distributed by:
USM Distribution Ltd

Cover artwork supplied by:
Nintendo

Web site address:
www.quaynet.co.uk

Special thanks to:
Mark @ Vision Photographic
Jon Sloan @ Konami
Alex, Jim, Jon and Mike @ THE Games
Martin and Andy @ Video Game Centre in
Bournemouth 01202 527314
The blokes @ Game Ltd in Poole and
Bournemouth
Mark Wallace @ Datal Electronics
Arjo @Poole Video Games (indoor market)
0370 457191

Nintendo, Nintendo 64 and N64 are
trademarks of Nintendo Co. Ltd. 64
extreme magazine recognises all
copyrights and where possible we have
acknowledged the copyright holder. Please
contact us if we have failed to recognise
your copyright.

64 extreme is a fully independent
publication and is in no way an officially
licensed Nintendo product. The views
expressed herein are not necessarily those
of Nintendo Co. Ltd or its third party
software publishers or developers.

No part of this magazine may be
reproduced without the written permission
of the publisher.
© Quay Magazine Publishing Ltd

NEXT ISSUE EVERYTHING STARTS WITH E3 ON SALE 18TH JULY

FABULOUS FEATURES ON...

E3 E3

All the gossip and news from the biggest video games show in the world

E3 E3

Exclusive shots and features on all the big N64 games

E3 E3

Exclusive interviews with the biggest names in the industry

E3 E3

RIVETTING REVIEWS OF...

War Gods

Go, Go, Trouble Makers

Mario Kart 64 (UK)

Power Pro Baseball 4

PULSATING PREVIEWS OF...

Goldeneye

Zelda 64

Mission Impossible

Hexen 64

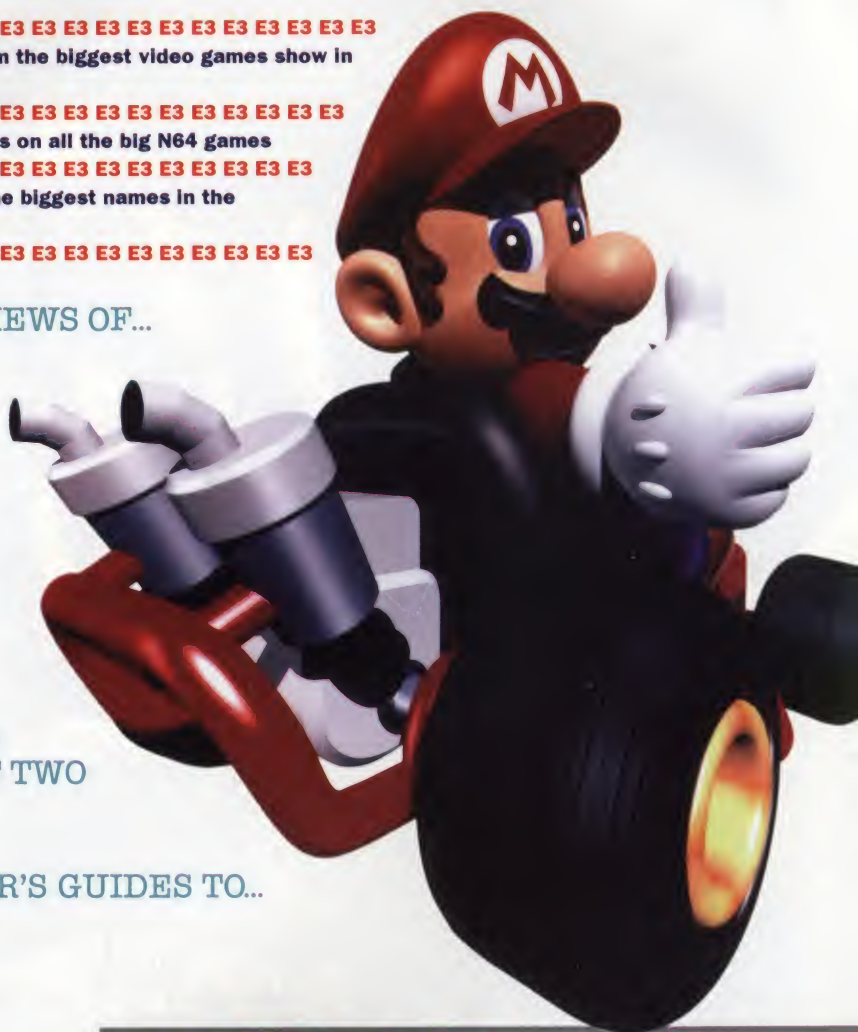
THE HISTORY OF NINTENDO PART TWO

- The Birth of Mario

PERFECT PLAYER'S GUIDES TO...

Doom 64 Part Two

War Gods



GAME OVER

BIGGER · BADDER · MEANER



WE'VE RIPPED APART THE KILLER INSTINCT 2 ARCADE MACHINE AND RE-BUILT IT WITH NINTENDO'S 64 BIT POWER BEATING IN ITS HEART. WITH SIX FIGHTING MODES, TEN SHAPELY CHARACTERS AND LITERALLY THOUSANDS OF COMBO'S, IT'S THE **BIGGEST, BADDEST, MEANEST** EXPERIENCE EVER.



Get into it.



